

Figure 1

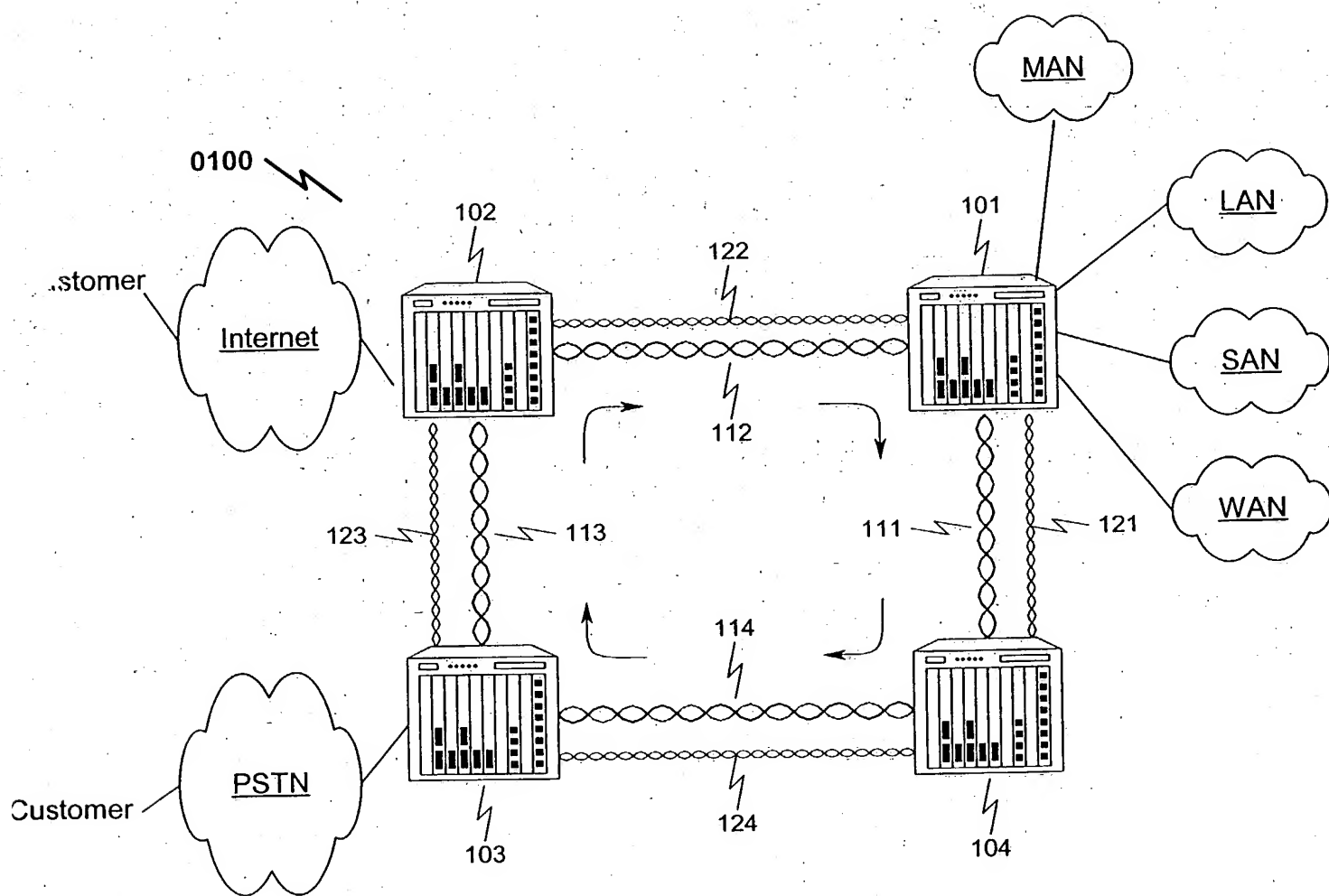
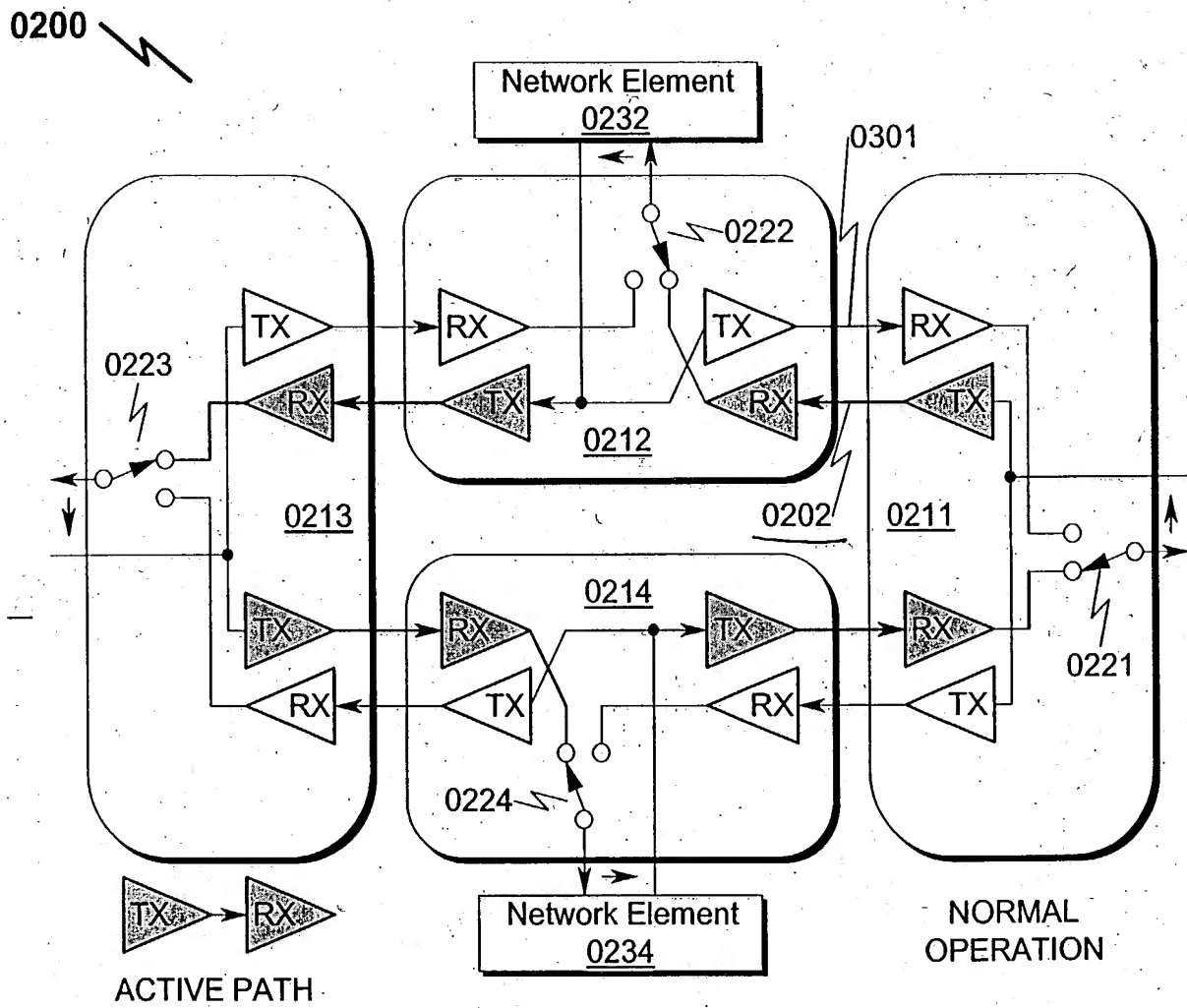


Figure 2



PRIOR ART

2017

Figure 3

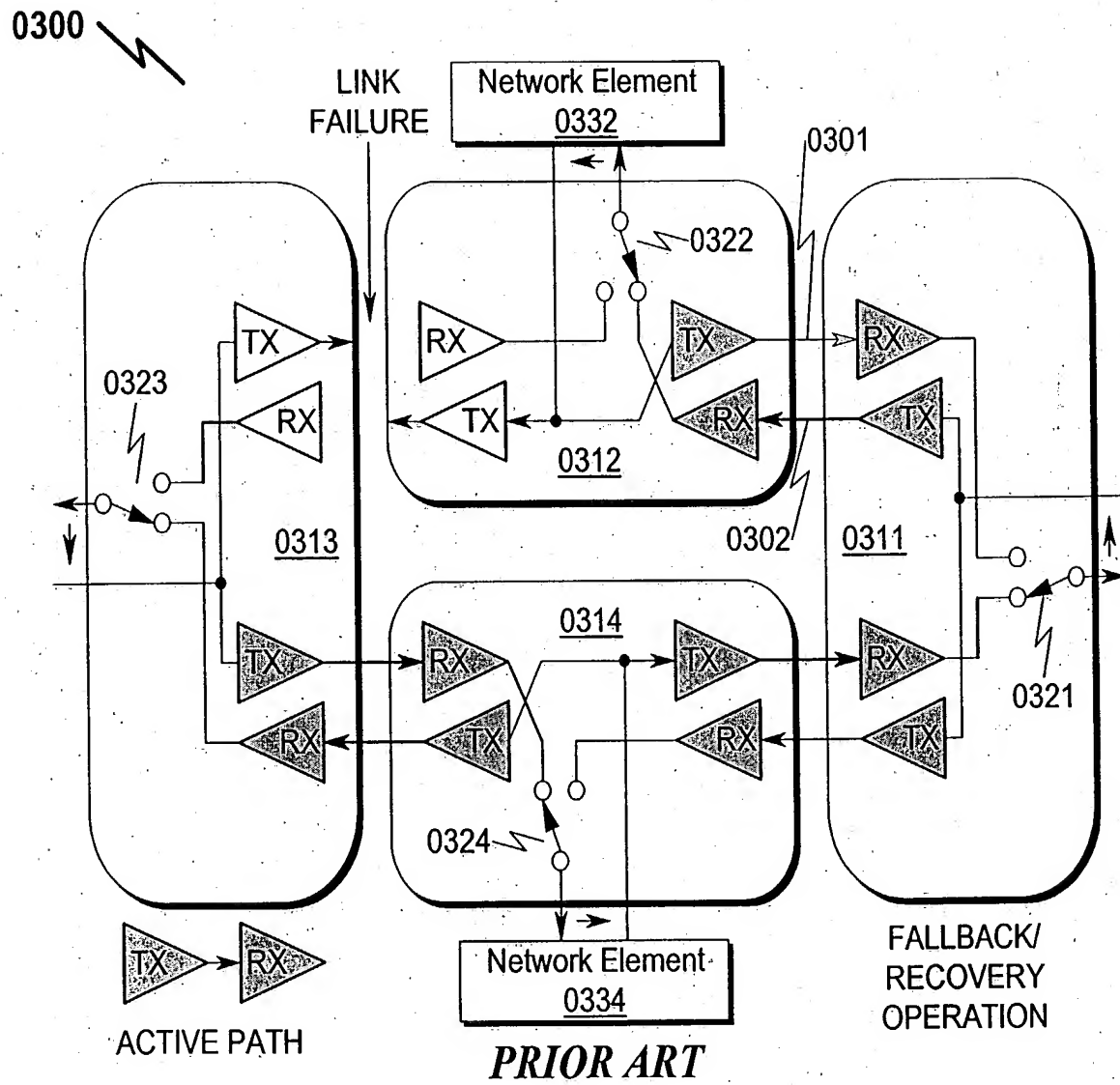
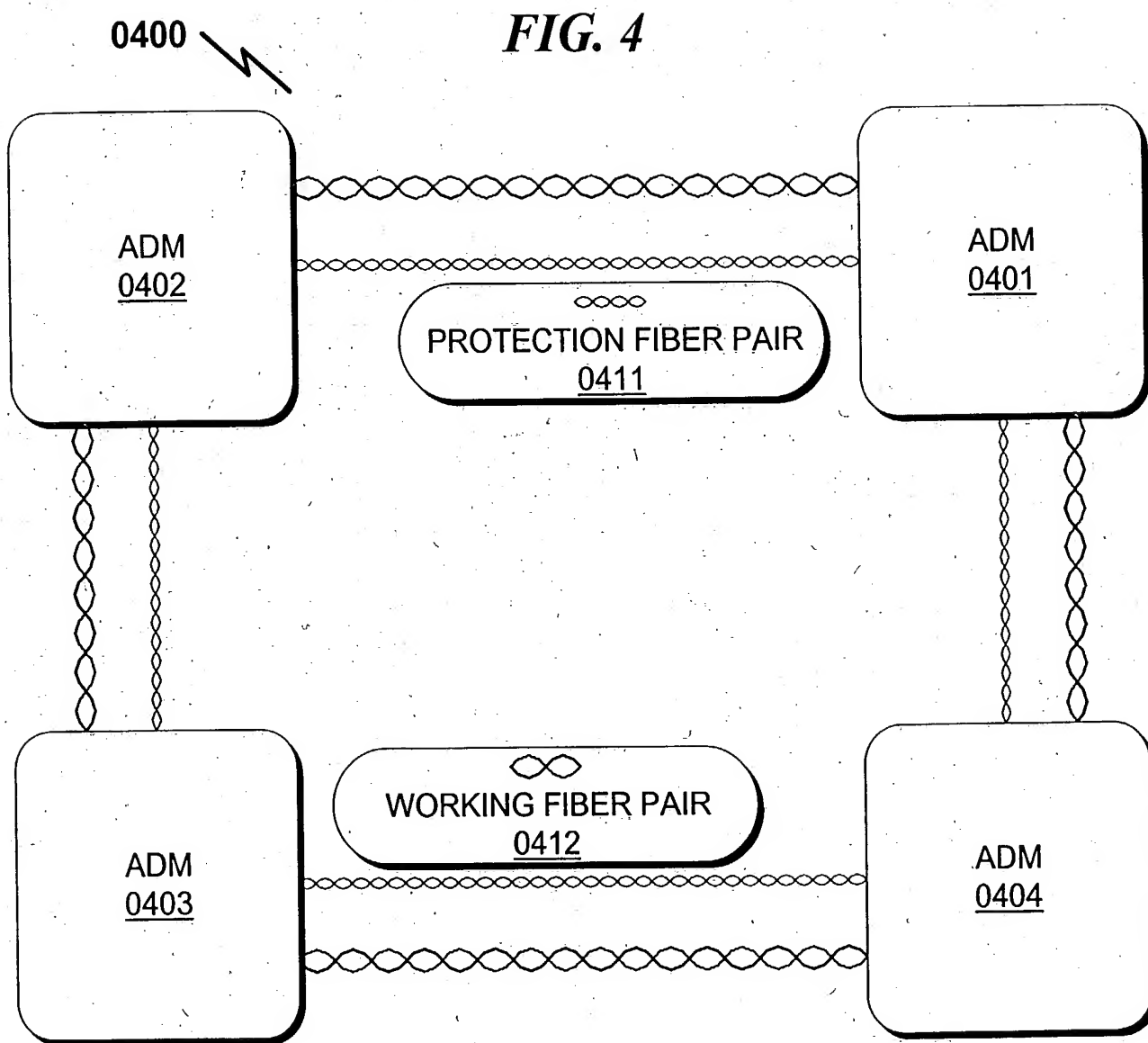


Figure 4



PRIOR ART

Figure 5

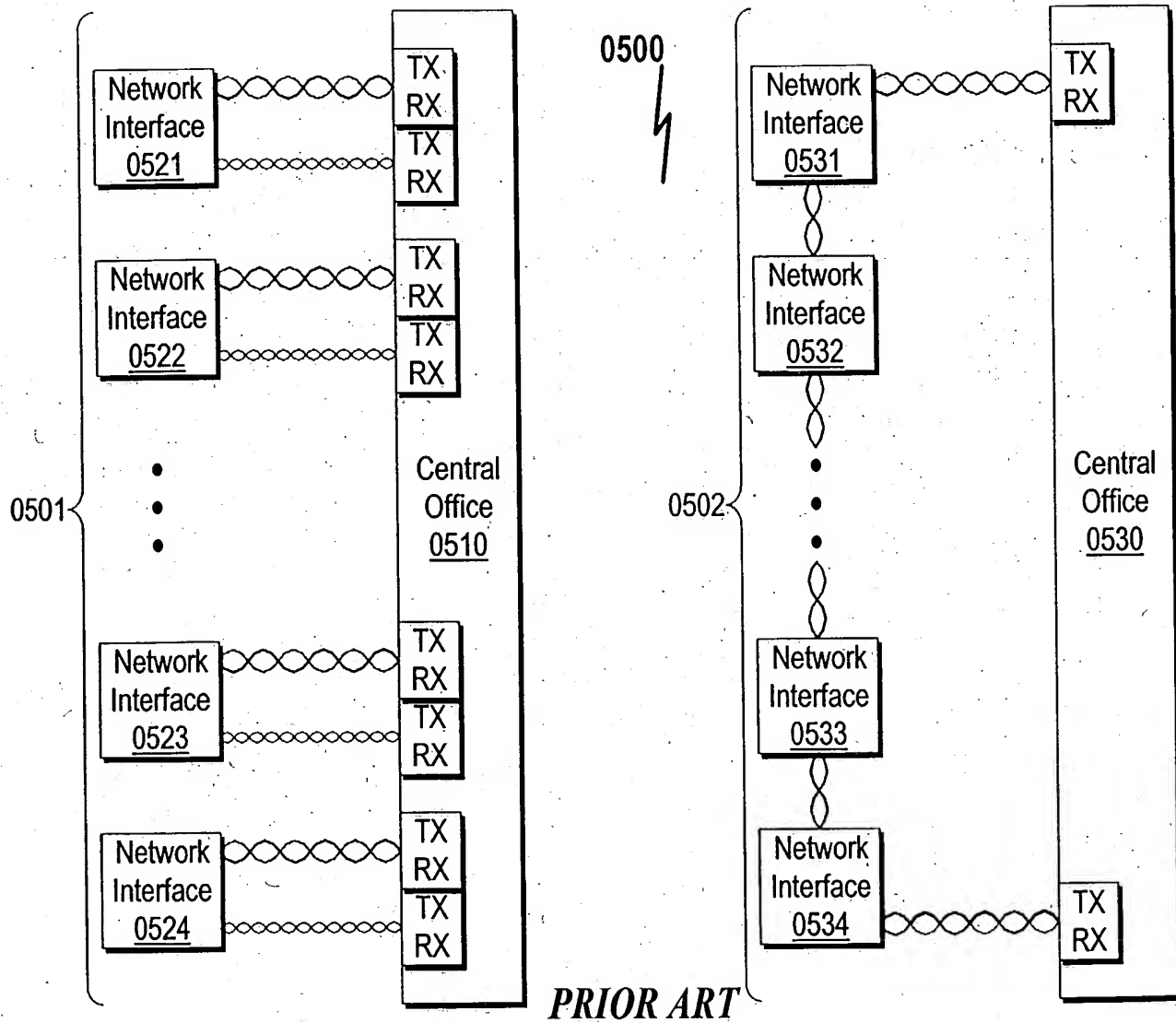


Figure 6

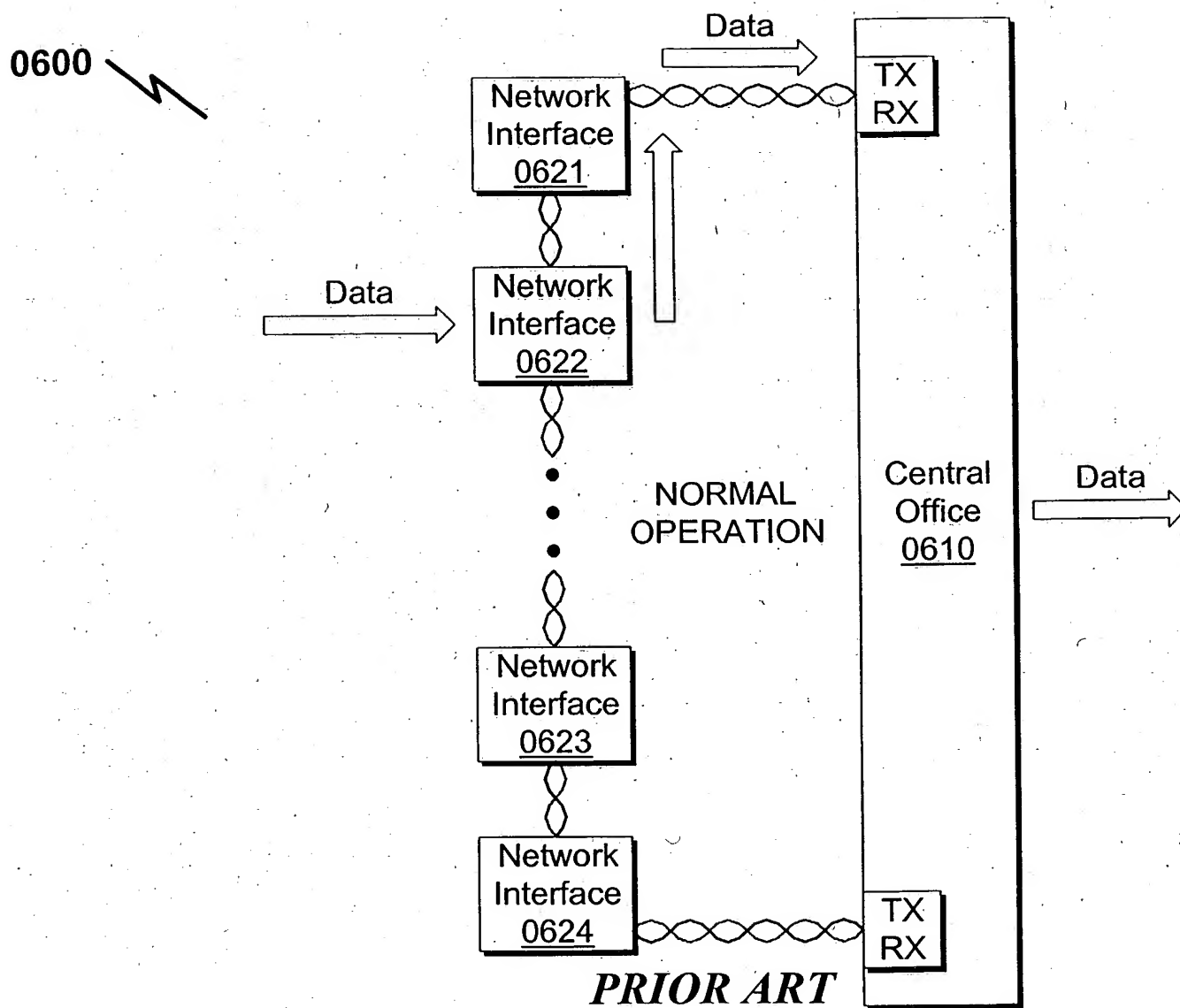


Figure 7

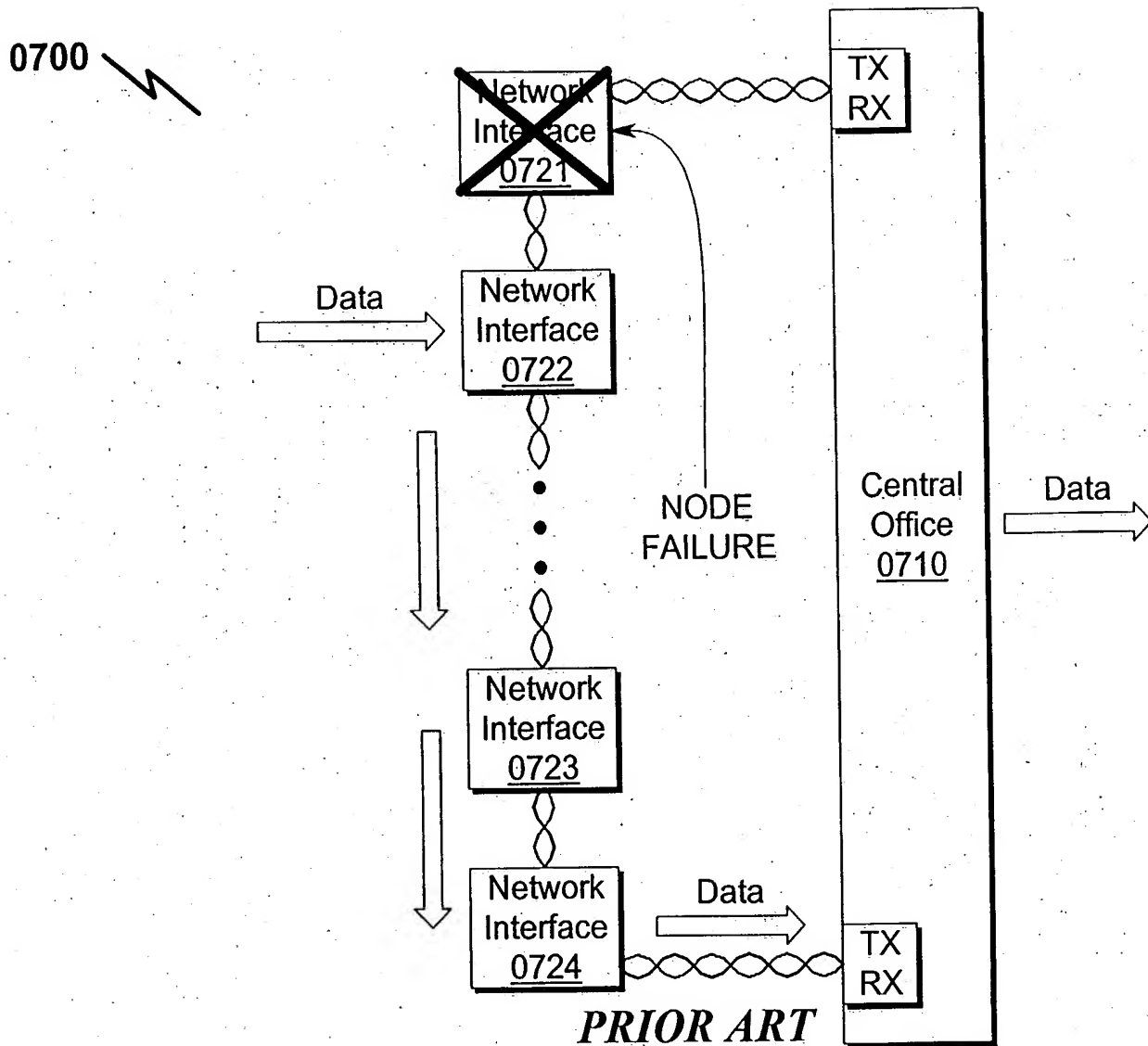


Figure 8

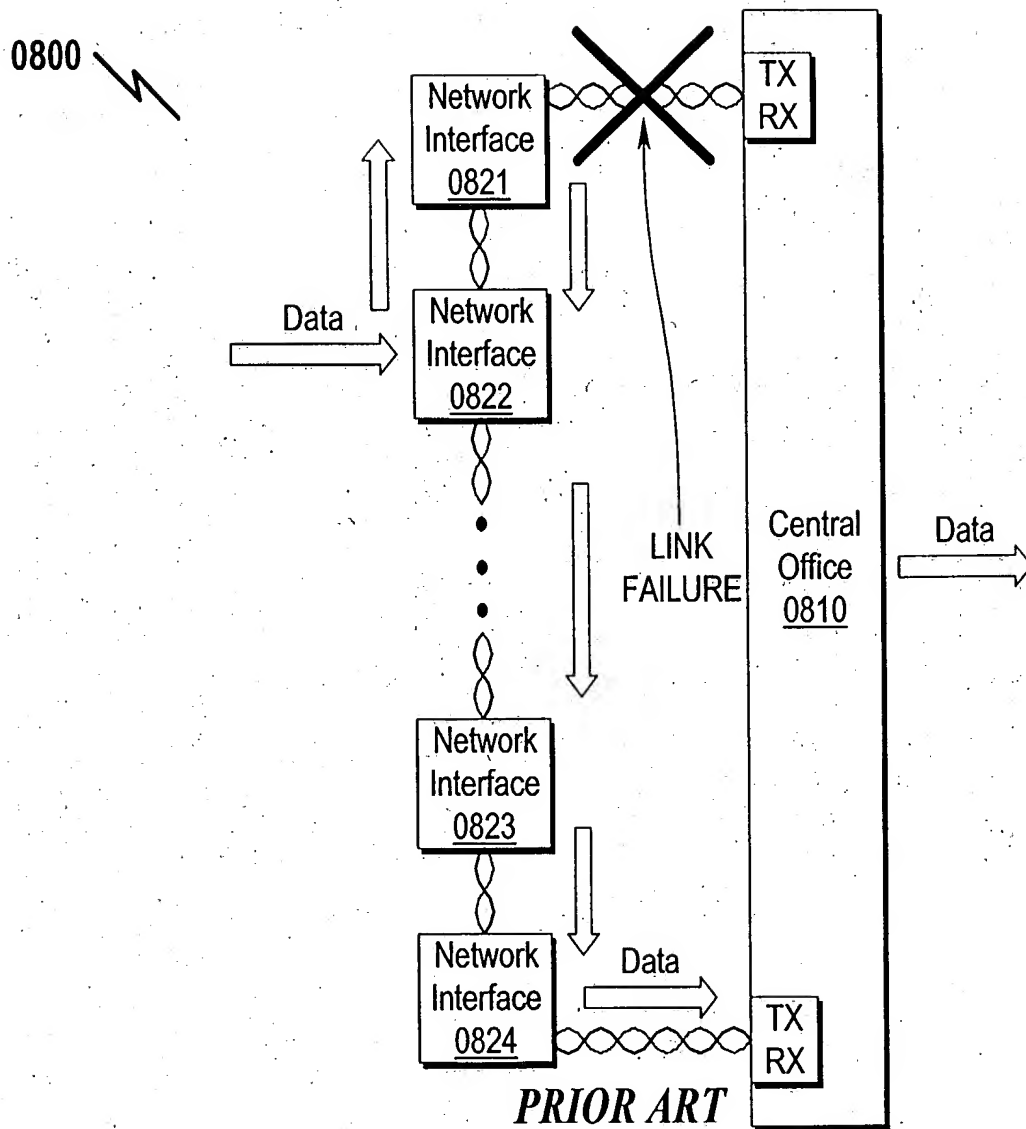


Figure 9

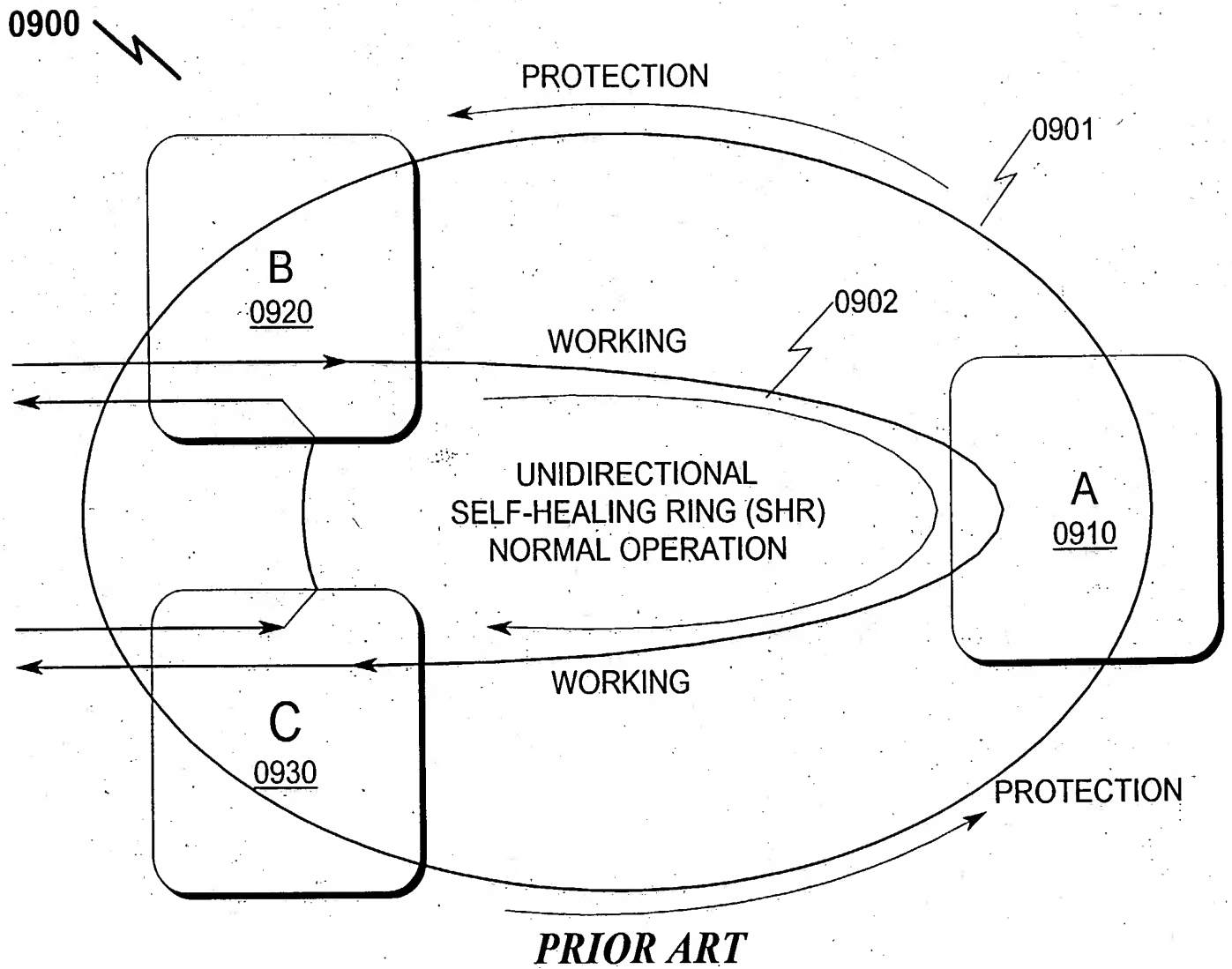
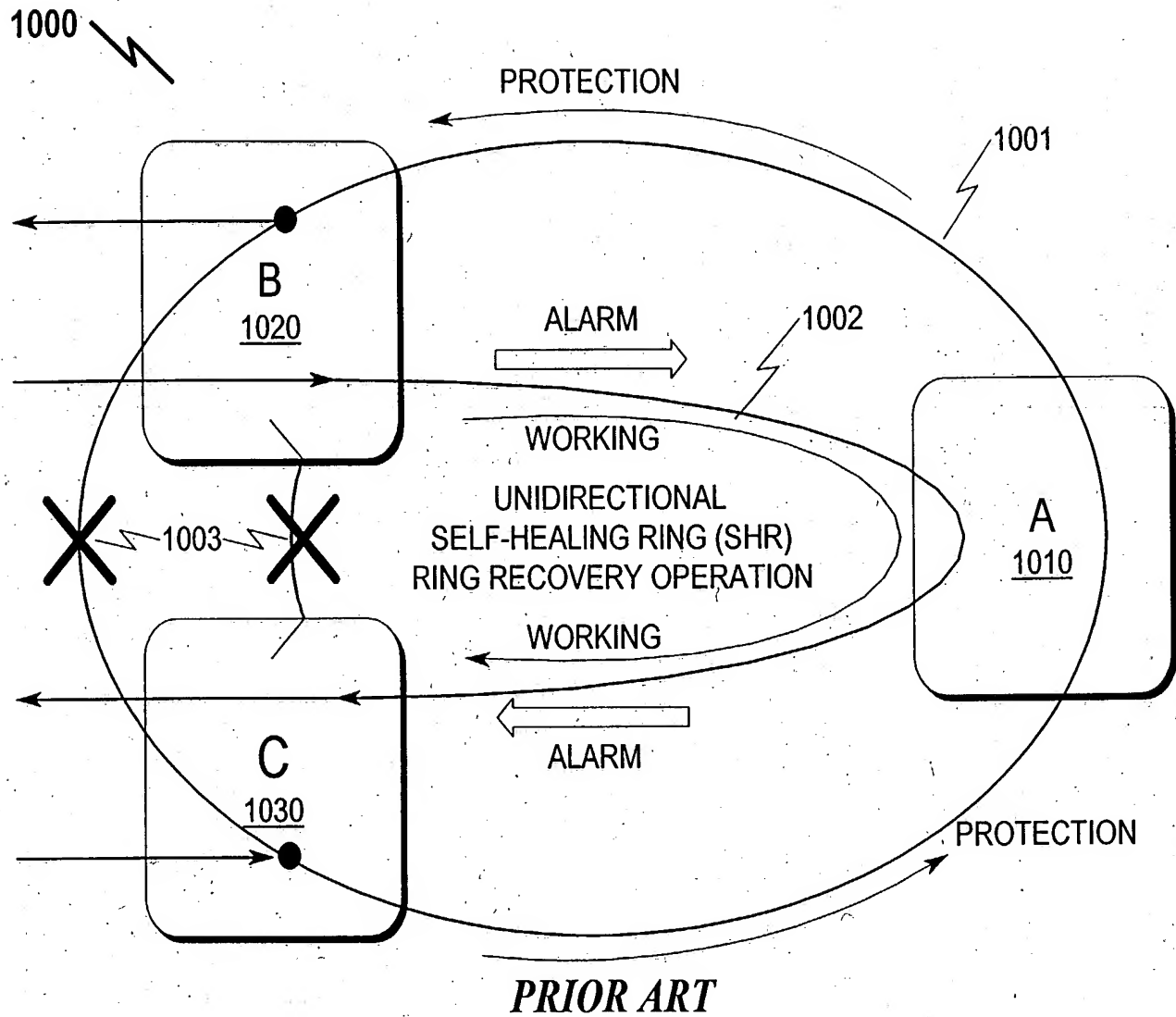


Figure 10



1100

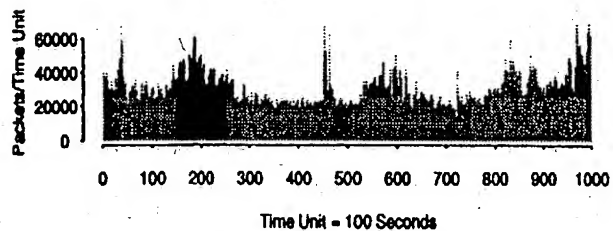
Figure 11

Prior Art

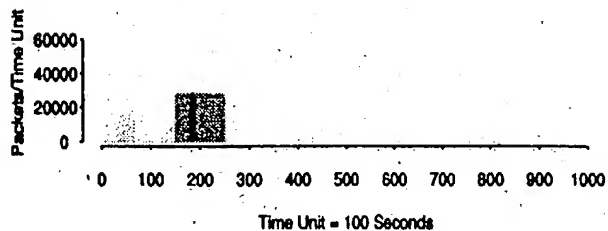
1102

1104

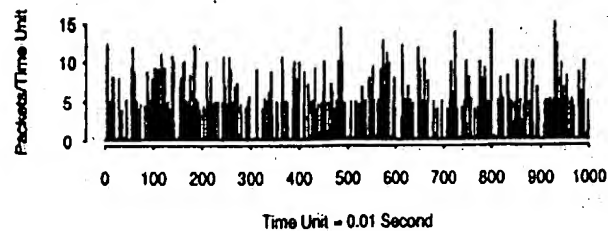
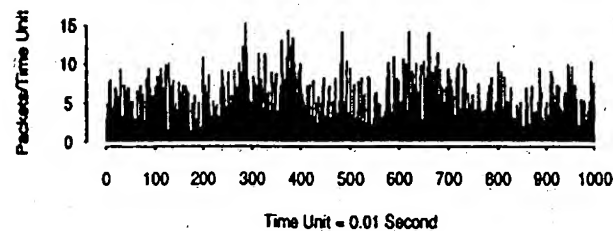
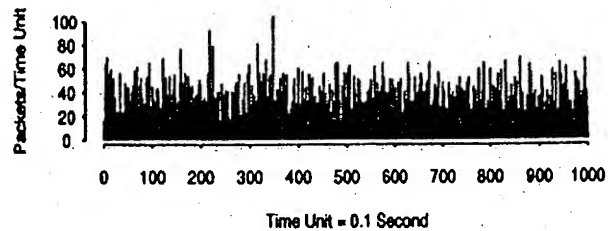
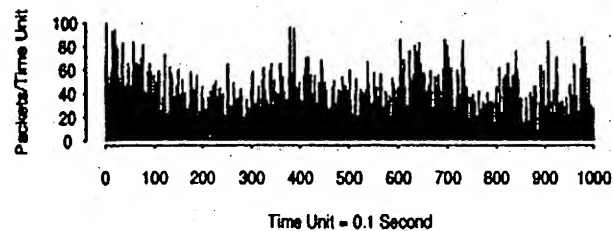
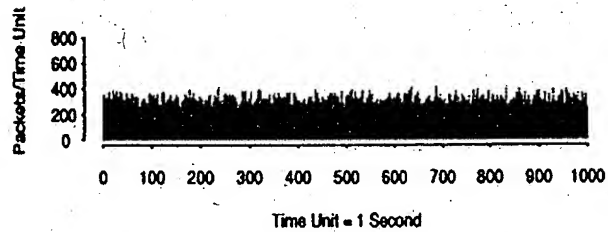
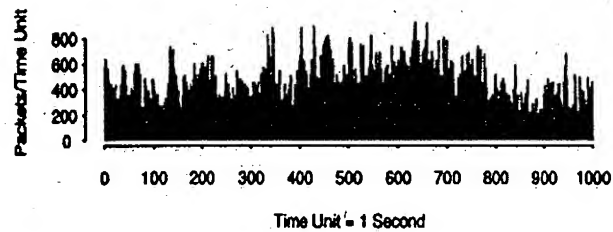
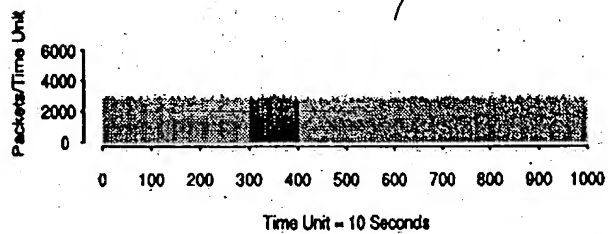
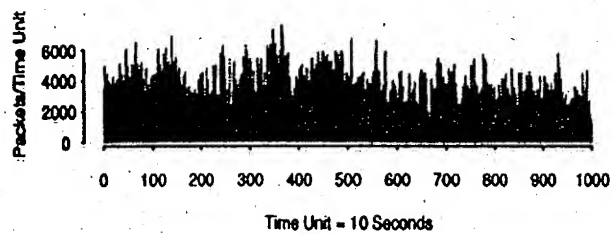
Measured Data Traffic (Ethernet LAN)



Traditional Models for Data Traffic



1112



1110

Figure 12

1200

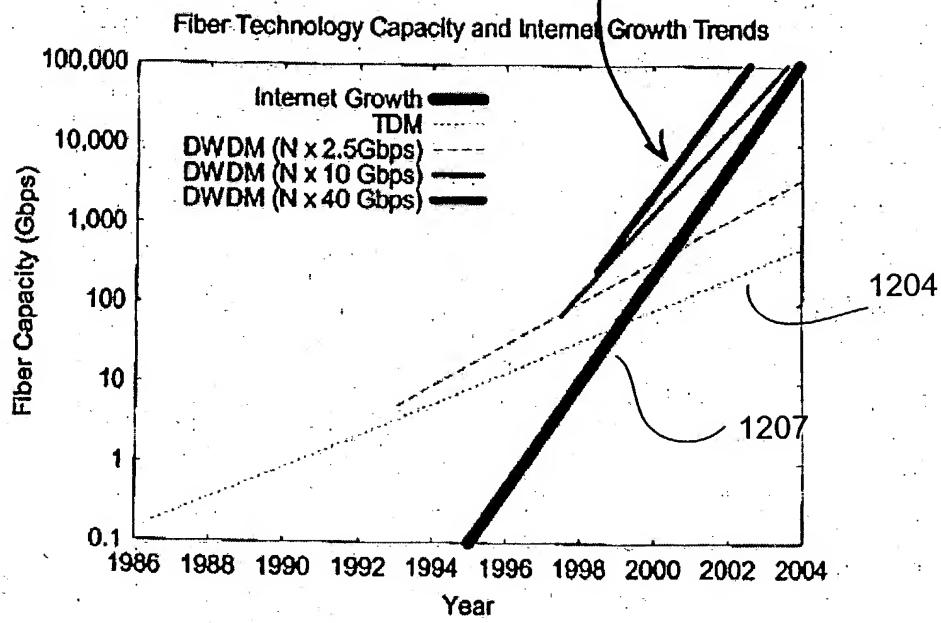


Figure 13

1300

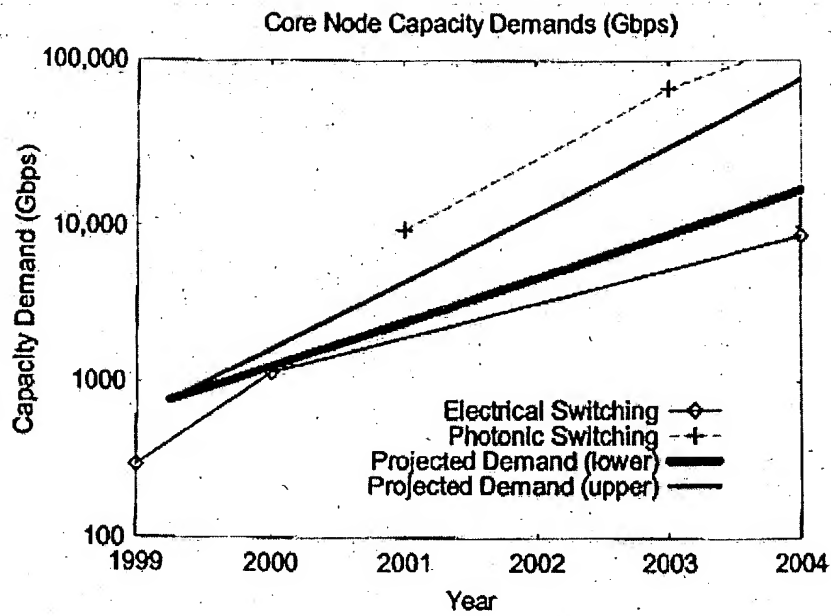
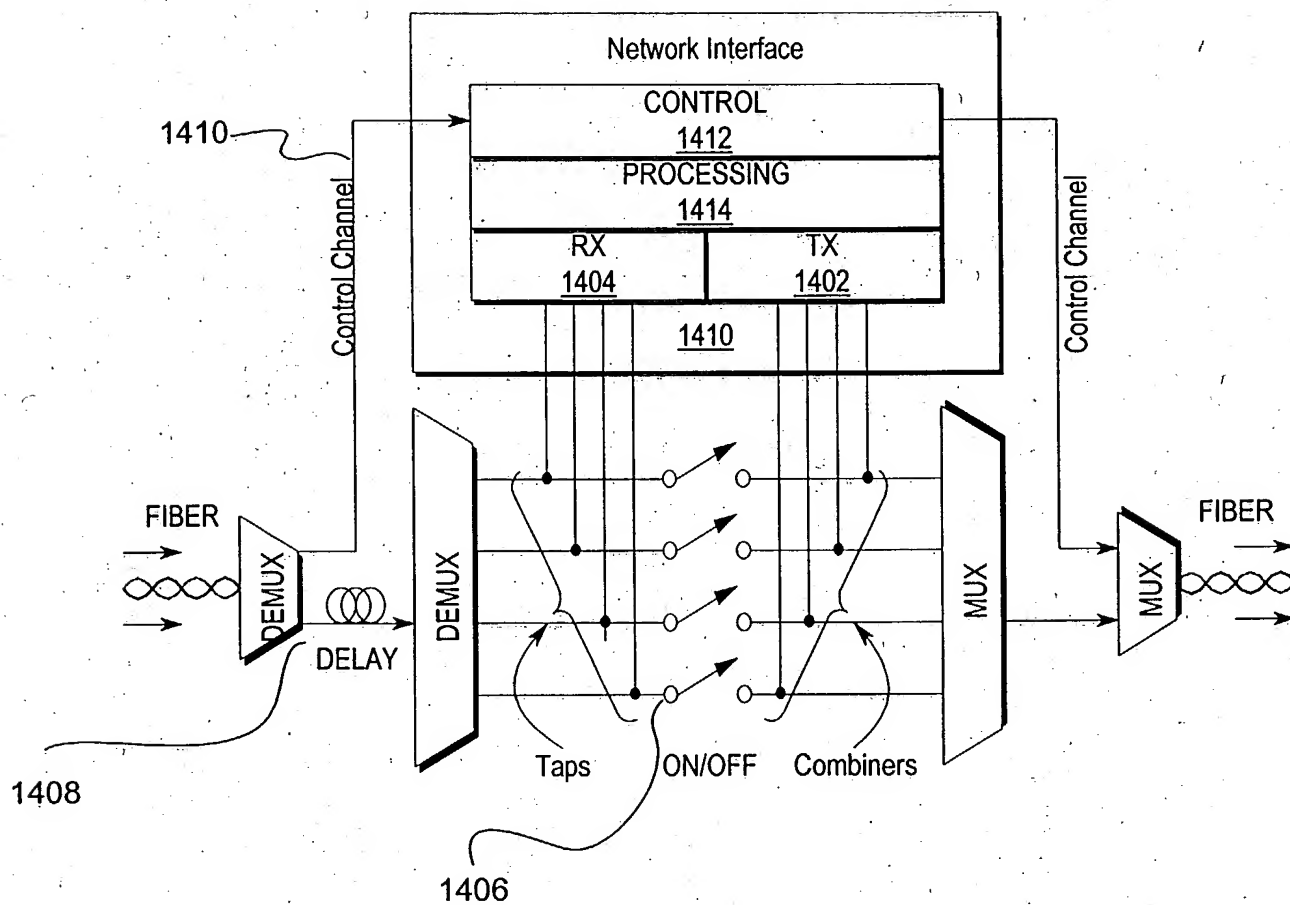


Figure 14



PRIOR ART

Fumagalli/Cai/Chantre

1500

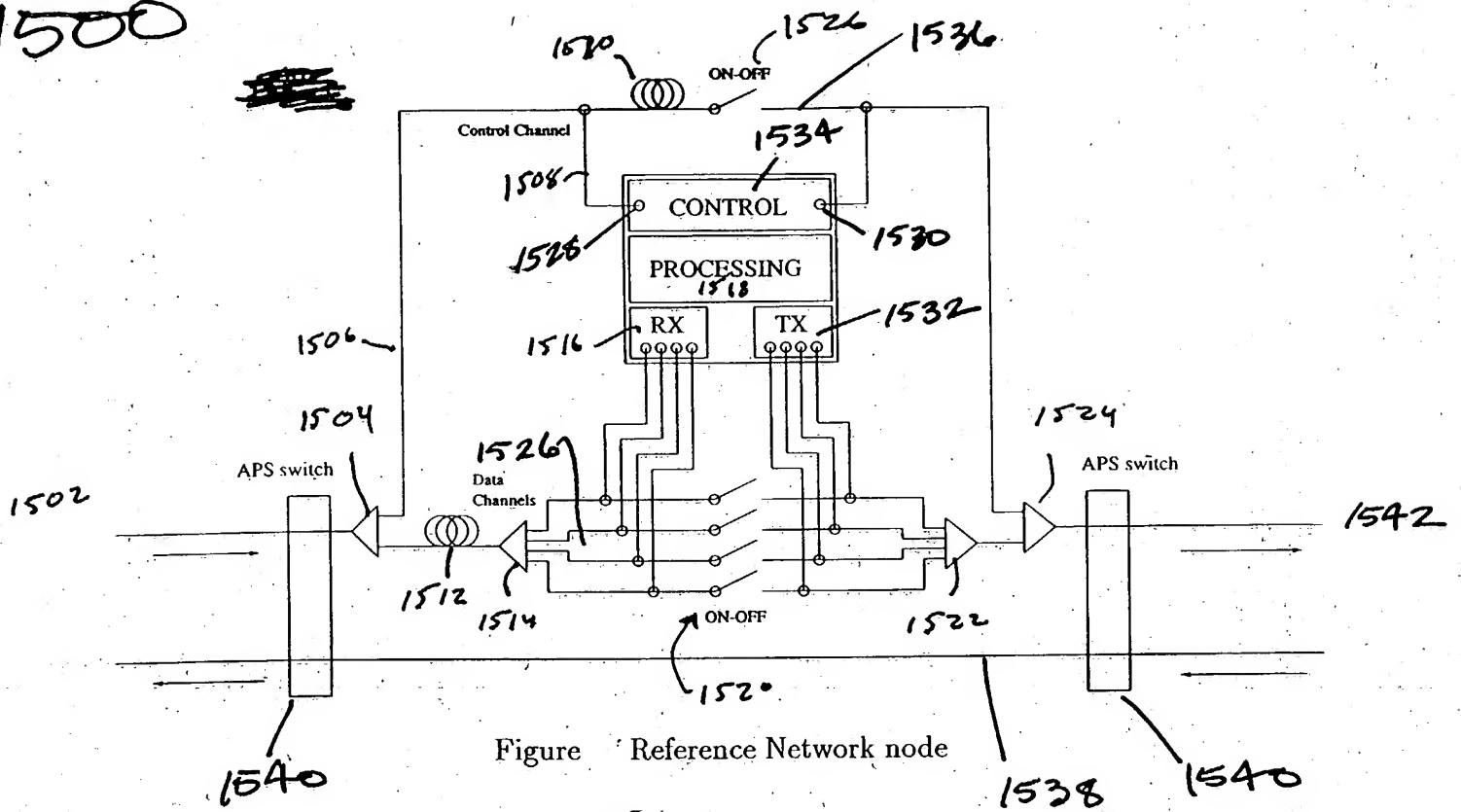


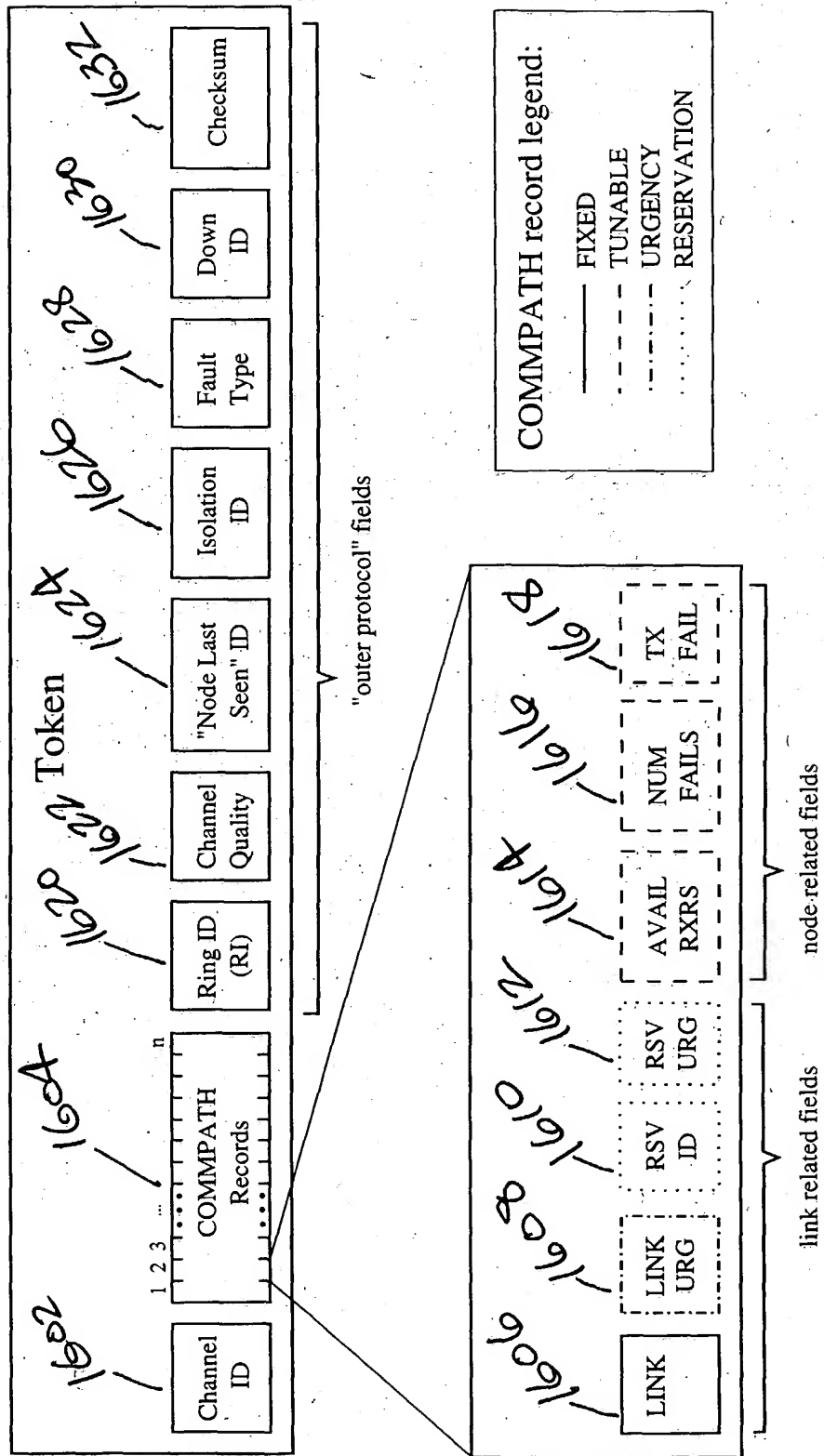
Figure Reference Network node

15:

f: new node

Patent app #1

1600



1700

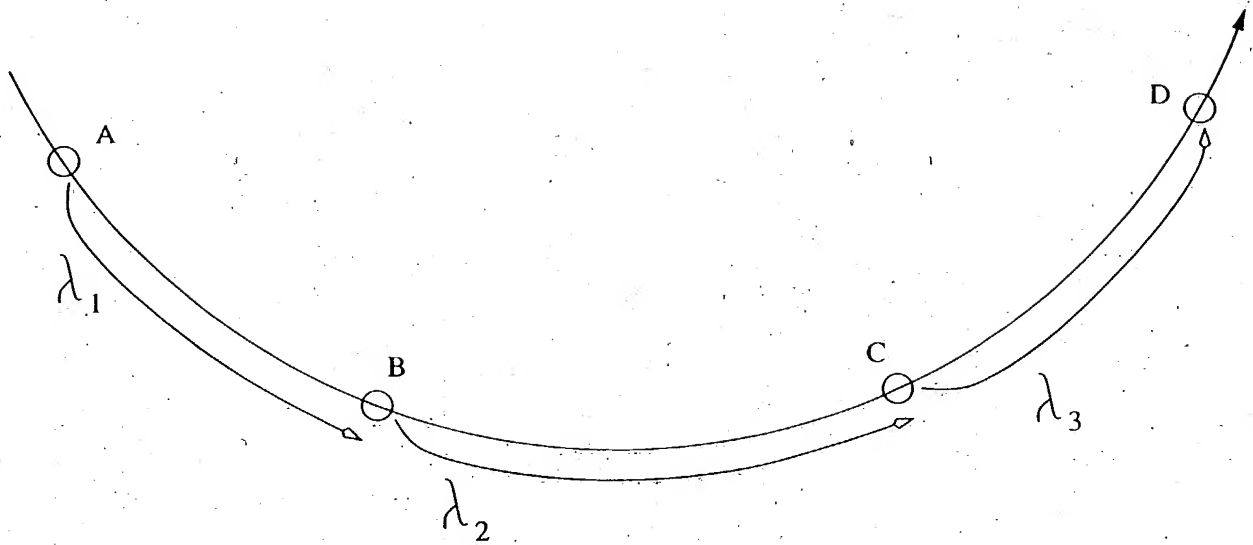


Figure Nodes A, B, and C contend for D's lone RXR

17:

1700

f: rxn-contention

1800

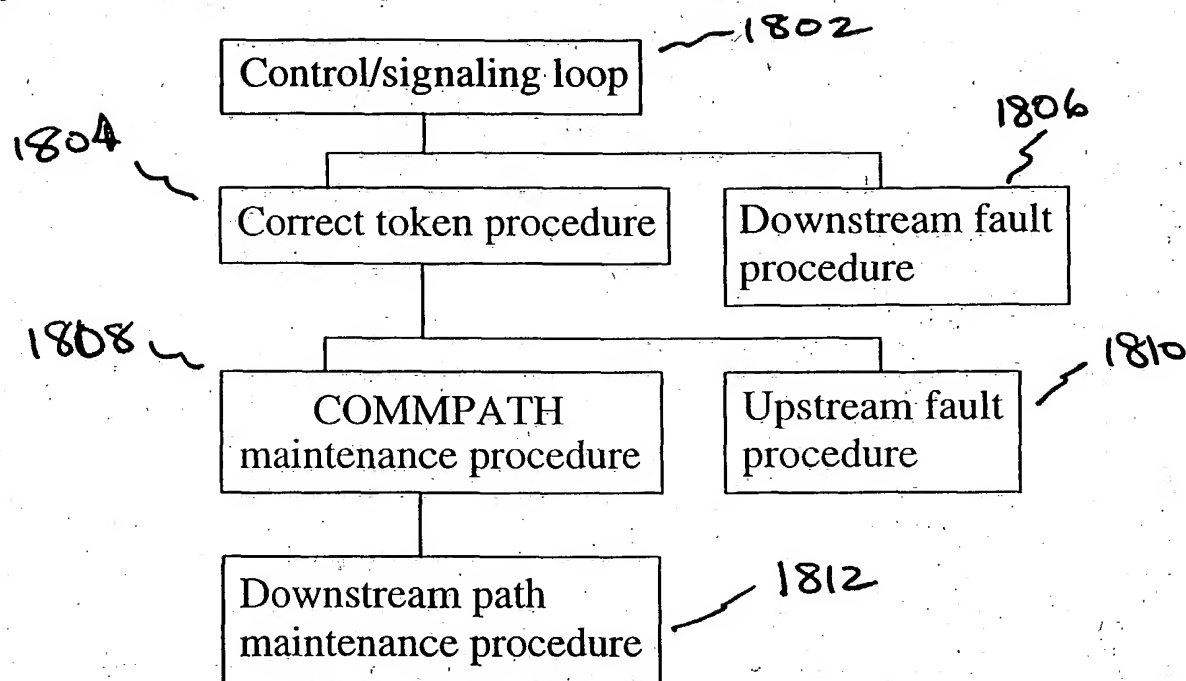
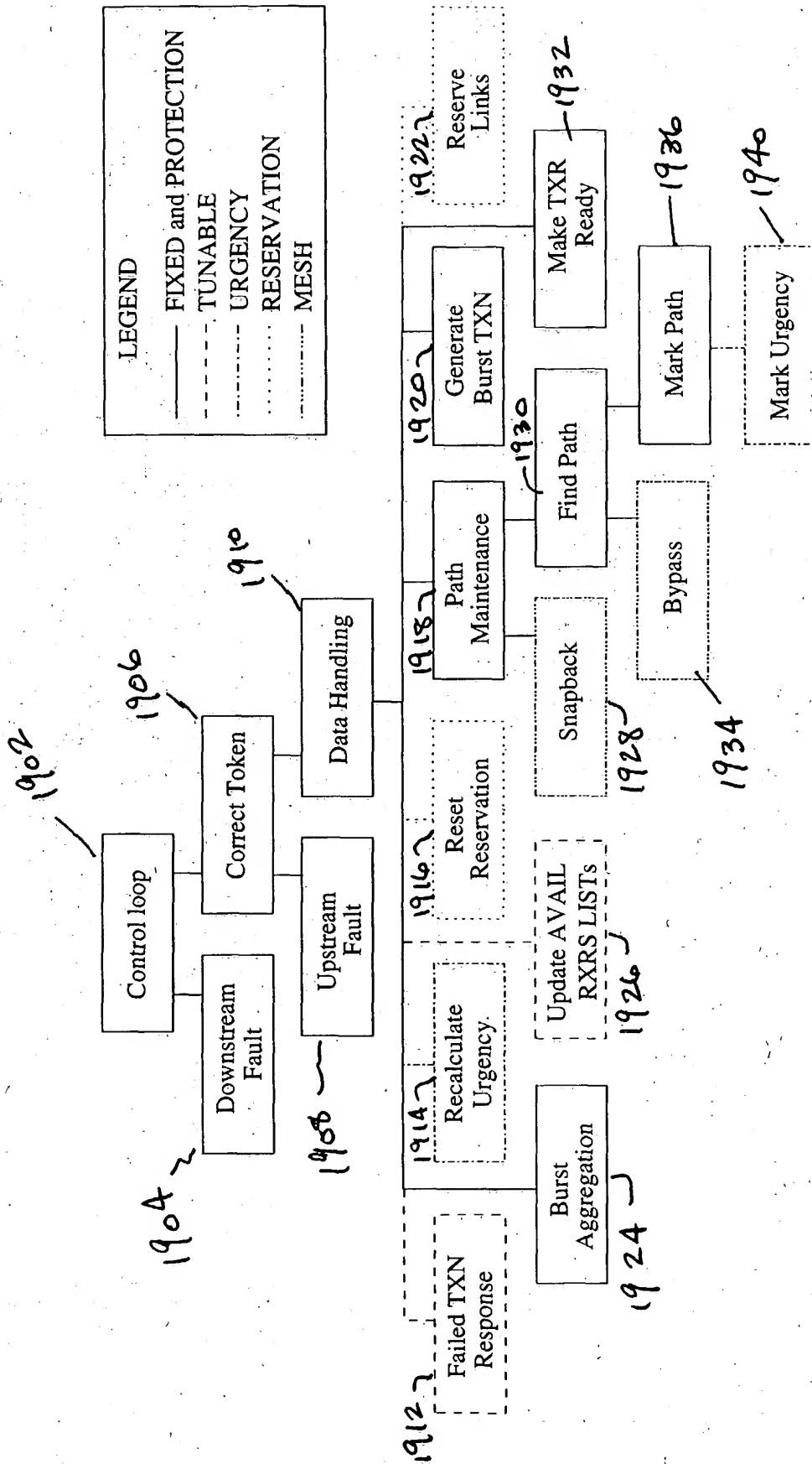


Figure . Reference Network protocol procedure dependencies

18:

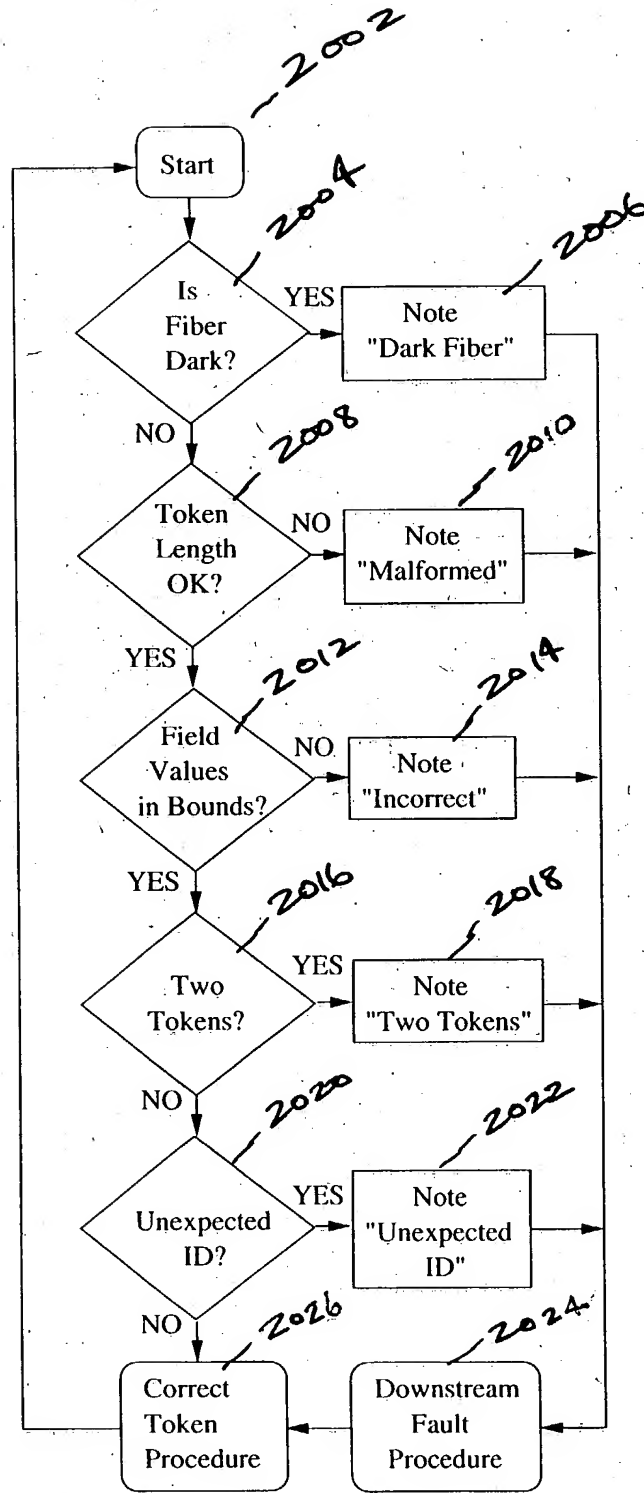
f: flow-ref-net-protocol-topview

1900



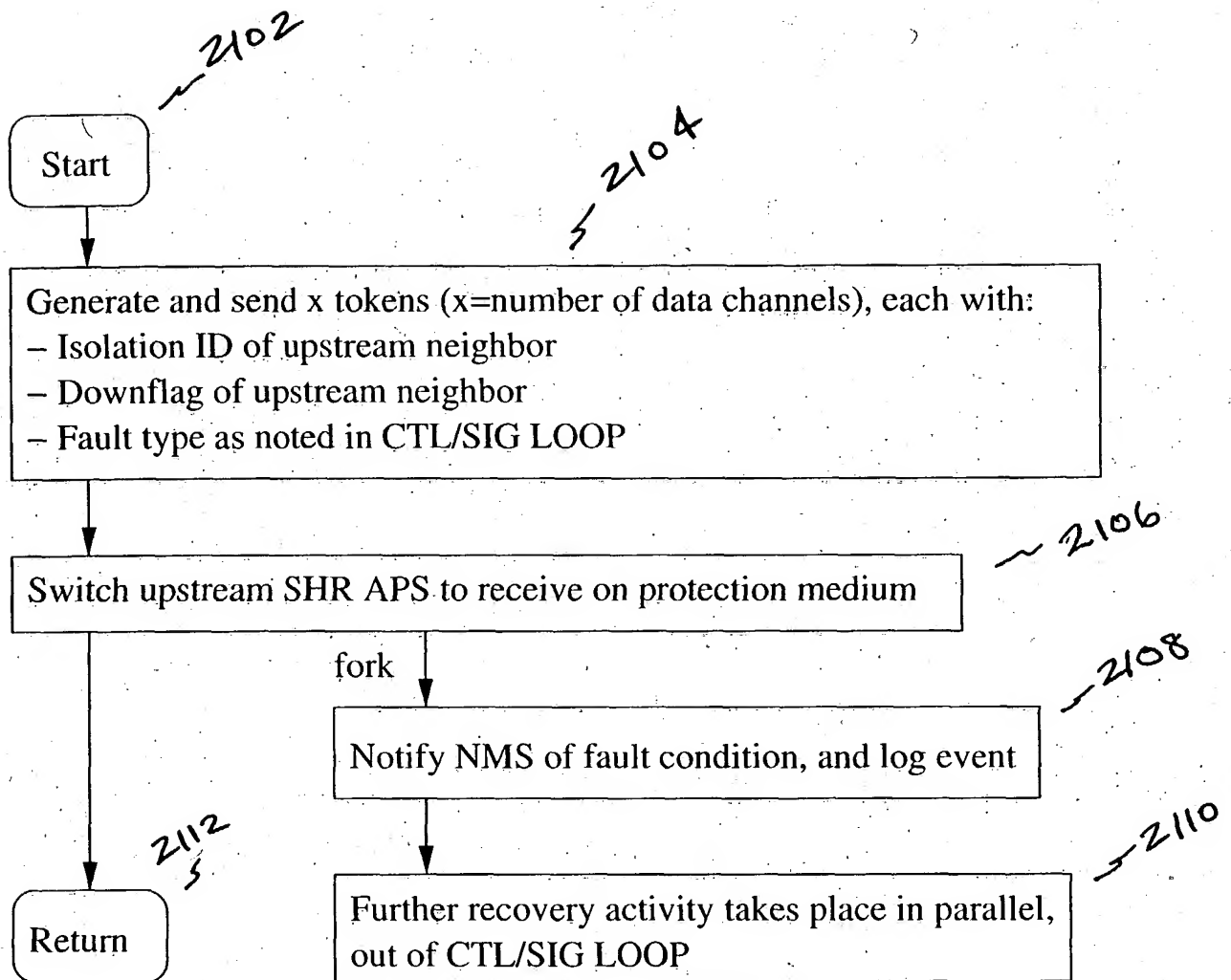
Protocol Procedure CALLING DEPENDENCIES

2000



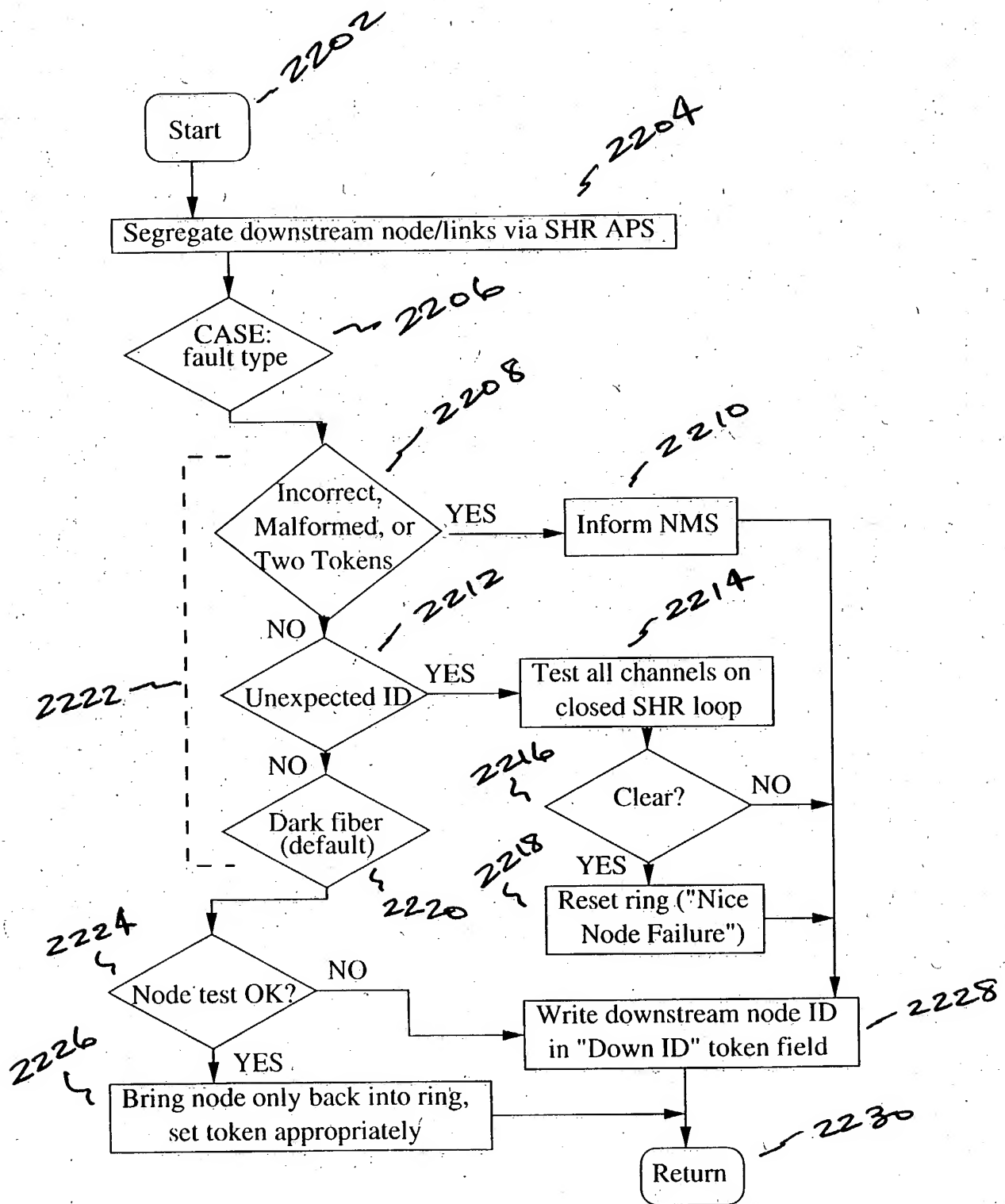
CONTROL/SIGNALING LOOP

2100



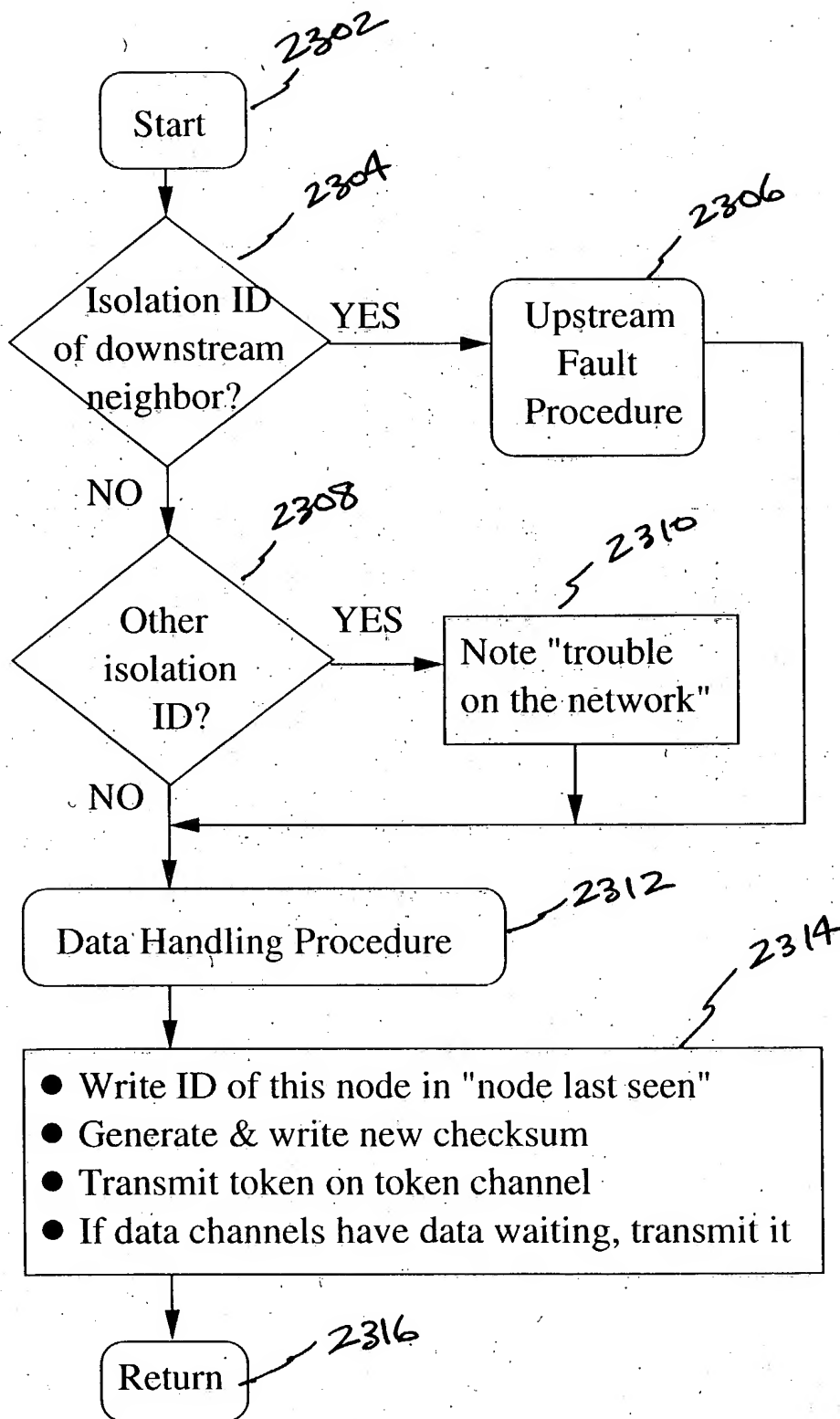
DOWNSTREAM FAULT PROCEDURE

2200



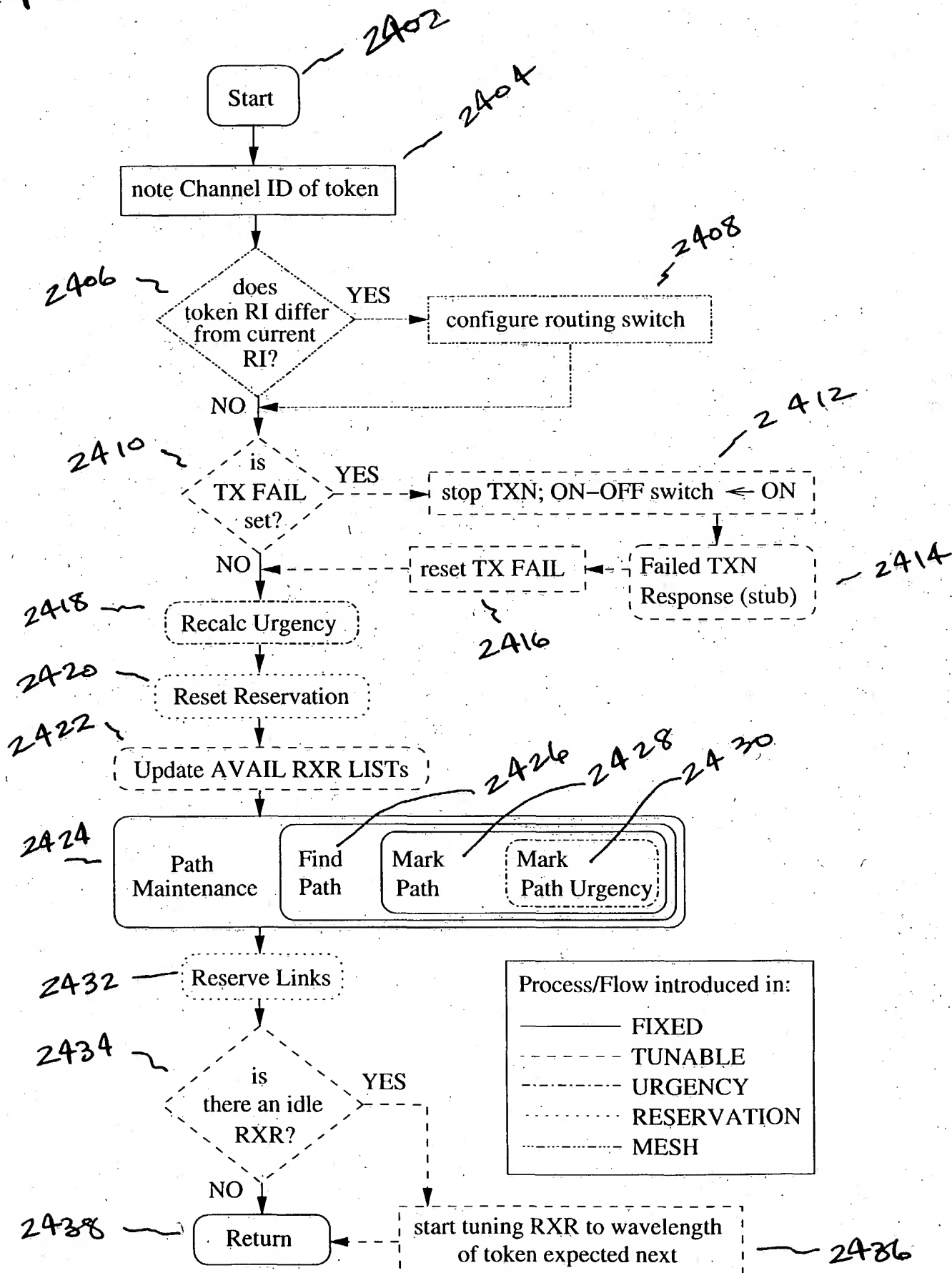
UPSTREAM FAULT PROCEDURE

2300



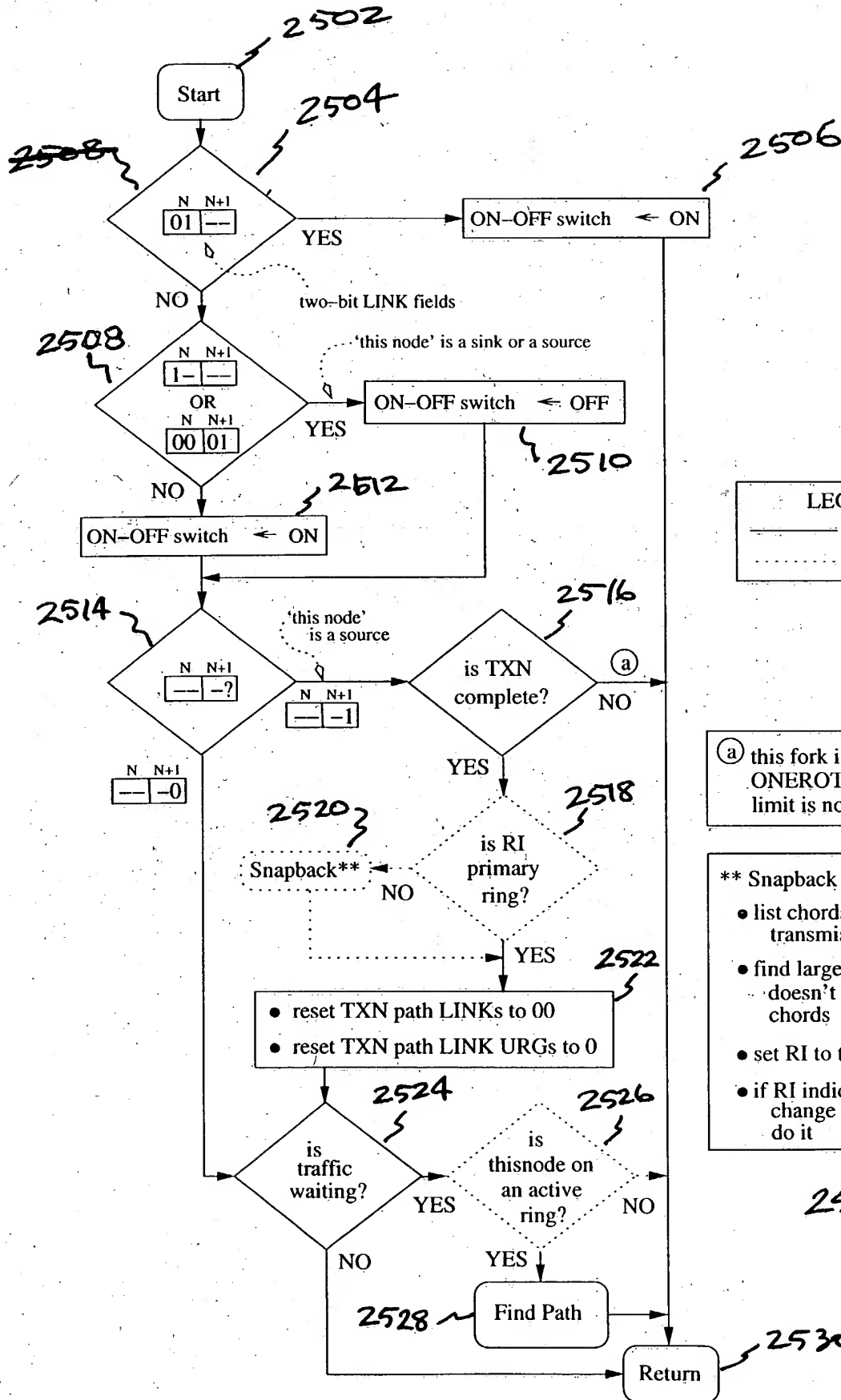
CORRECT TOKEN PROCEDURE

2400



DATA HANDLING

2500



LEGEND:
 ——— FIXED layer
 MESH layer

(a) this fork is only valid if a ONEROTATIONBITS limit is not in effect

**** Snapback Procedure:**

- list chords with active transmissions
- find largest ring which doesn't exclude listed chords
- set RI to that ring
- if RI indicates switch change at this node, do it

PATH MAINTENANCE

2600

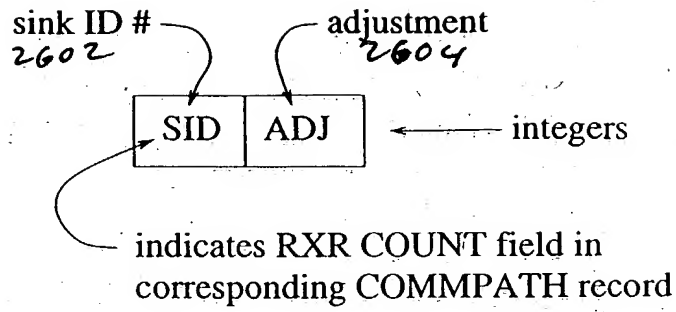


Figure RXR COUNT LIST record fields

261

f: flow2-rxr-count-list-record

Algorithm 0.0.2: UPDATE AVAIL RXR LISTS(*Global, Node, Token*)

```

if rxr_lists are empty                                [block 0]
  then return

if Node is on a lightpath                              [block 1]
  then note source and sink

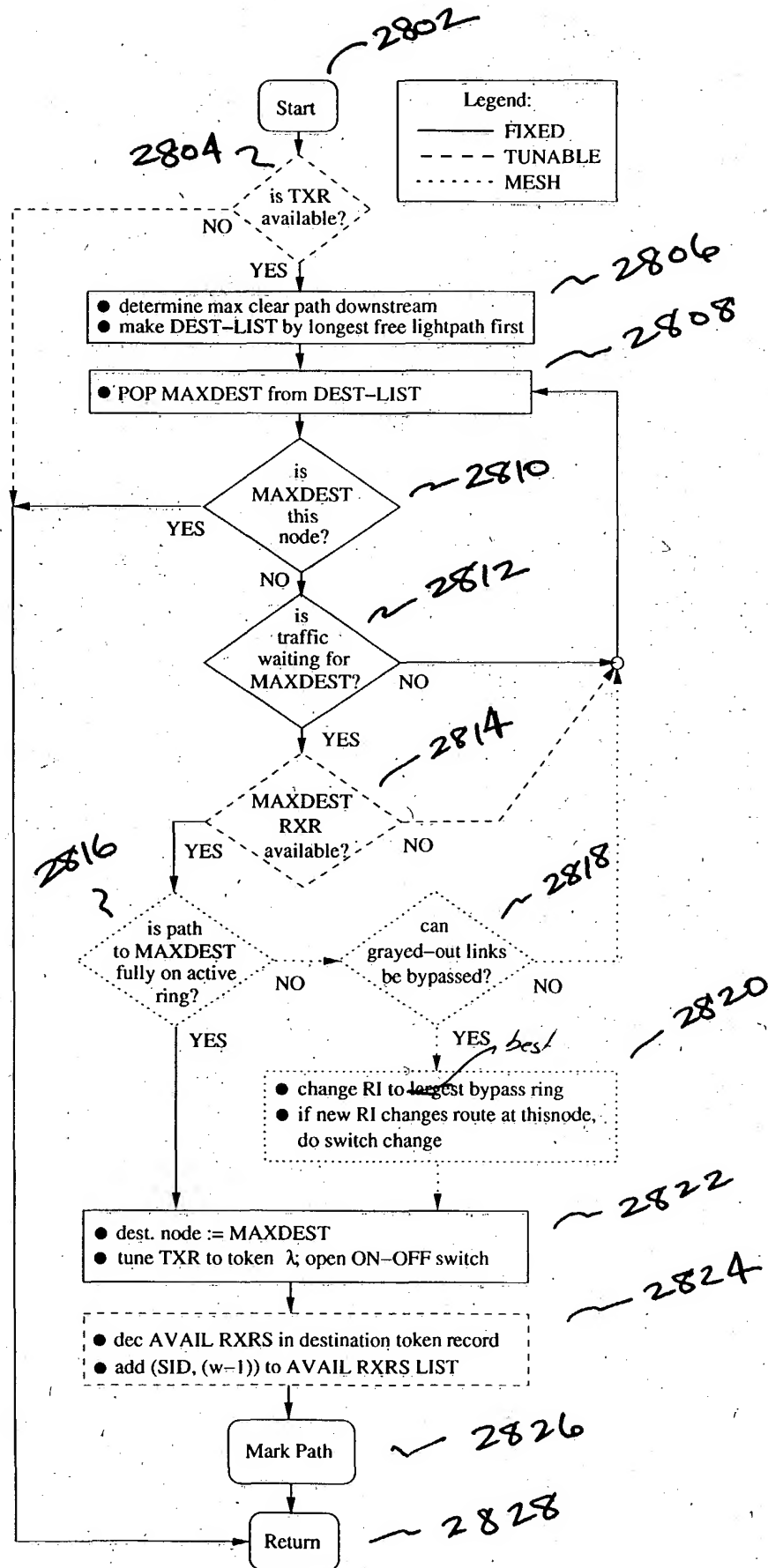
for each rec ∈ Node.add_back_rxr_list                  [block 2]
  do {
    increment rec.adj
    increment Token[rec.sink].AVAIL_RXRS
    if Token[rec.sink].NUM_FAILS > 0
      then decrement Token[rec.sink].NUM_FAILS
    if rec.adj = 0
      then delete rec

for each rec1 ∈ Node.take_away_rxr_list                [block 3]
  do {
    decrement rec1.adj
    decrement Token[rec1.sink].AVAIL_RXRS
    if (Token[rec1.sink].AVAIL_RXRS + Token[rec1.sink].NUM_FAILS) < 0a
      then {
        increment Token[rec1.sink].NUM_FAILS
        if sink noted and rec1.sink = sink and Token[rec1.sink].LINK = SINKb
          then if no active TXN to sink
            then { comment: TANDEM
              Node.on_off[ $\lambda_i$ ] ← ON
            }
          else if Token[sink].LINK_URG ≥ urgency of least urgent active TXN
            then { comment: STOMP
              Node.on_off[ $\lambda_i$ ] ← ON
              discontinue own least urgent active TXN
              invoke Failed_TXN()
            }
          else { comment: SIPHON
              reset lightpath from sink upstream
              Node.on_off[ $\lambda_i$ ] ← OFF
              Token[source].TX_FAIL ← sink
            }
        if rec1.adj = 0
          then {
            new rec2 ← (rec1.sink, -(Global.num_tokens))
            add rec2 to Node.add_back_rxr_list
            delete rec1
          }
      }
  }

```

^aif the sum of the AVAIL_RXRS and NUM_FAILS token fields for *rec₁.sink* becomes negative ...^bif *rec₁.sink* is the sink of a lightpath that was noted near the top of the algorithm ...

2800



FIND PATH (FIXED, TUNABLE, MESH)

2900

Algorithm 0.0.3: RESERVE LINKS PROCEDURE(*Token, Path*)

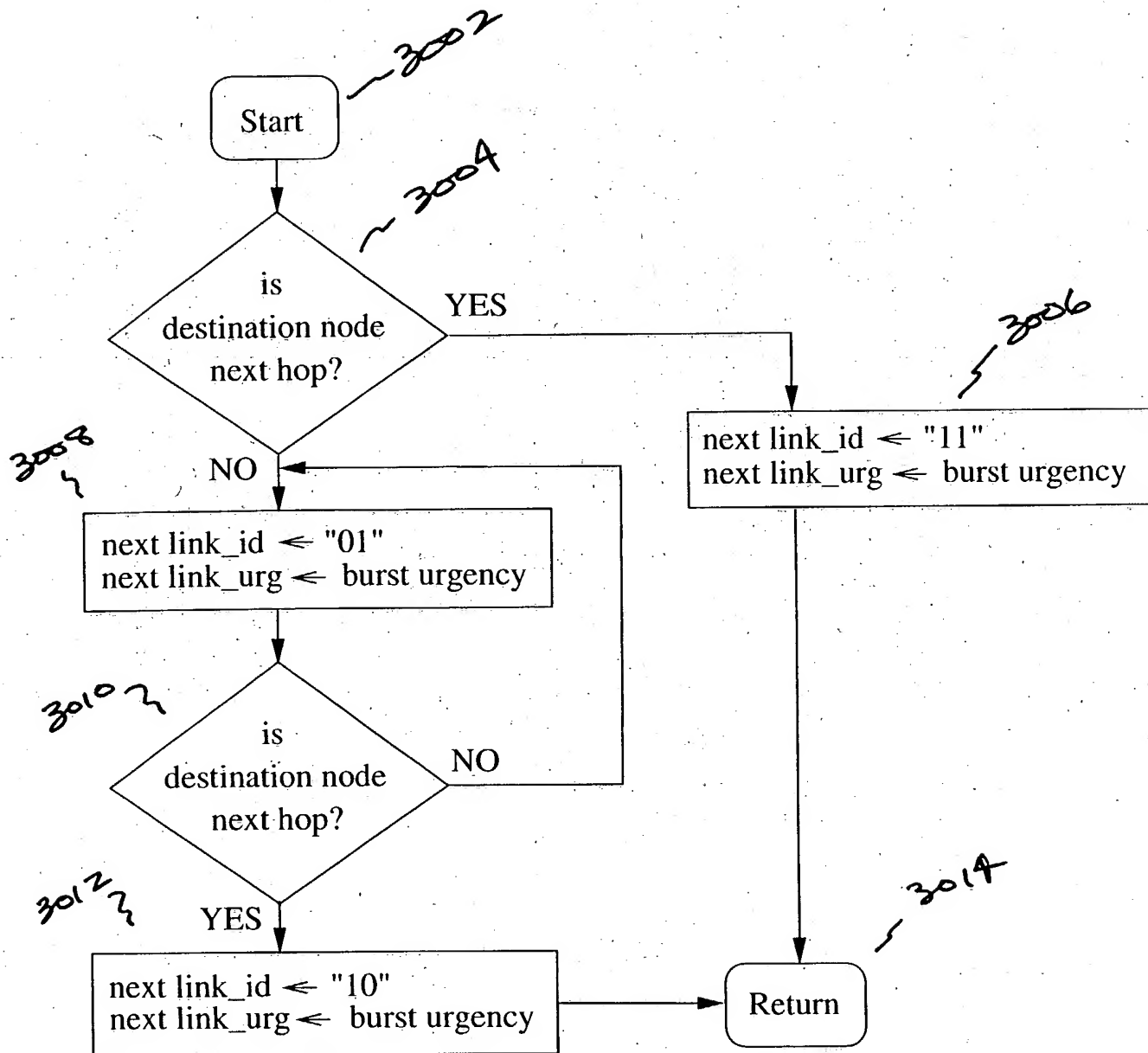
create priority queue of destination *candidates*, sorted on primary key (most urgent),
and secondary key (greatest hop-length)

```
while (1)
{
    if queue empty
    then return
do {
    pop candidate
    if every RSV_URG of path to candidate has lower urgency than candidate burst
    then drop through WHILE loop
}

for each link on Path
do {
    note "losing" reservation ID, if any
    write "my" ID and MAXDEST urgency number
}

for each losing ID
do {
    reset all reservations which are contiguous to new reservation link
    and which have losing IDs (clear away "orphaned" IDs)
}
```

3000



MARK PATH (MARK PATH URGENCY)

3100

Algorithm 0.0.1: FIND PATH(*Global, Node, Token*)

if a TXR is available

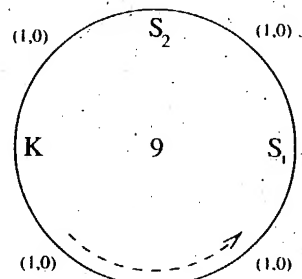
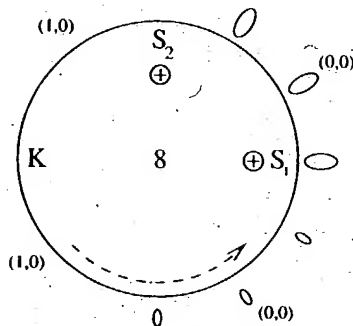
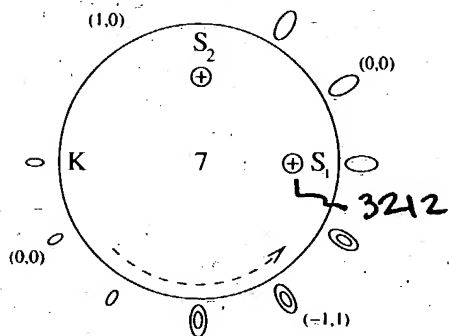
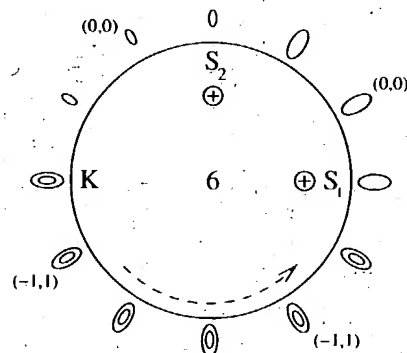
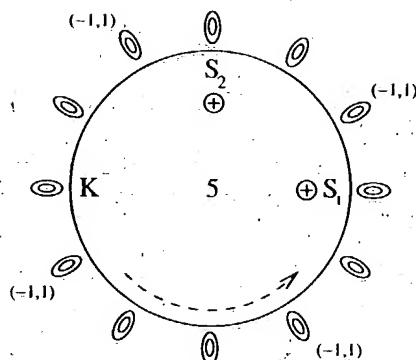
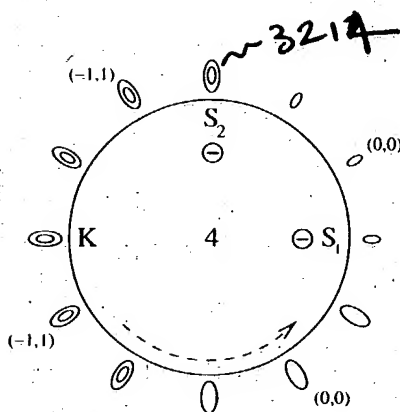
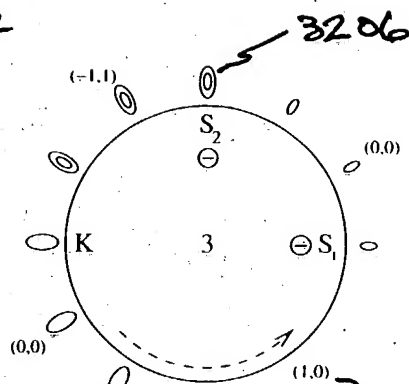
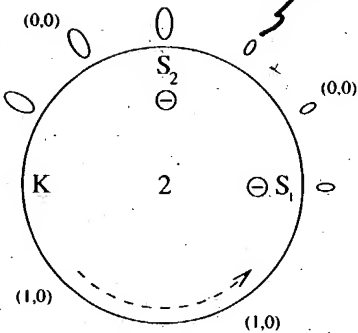
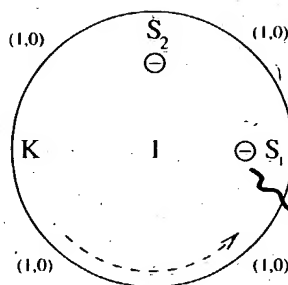
then {	{	find <i>max</i> (the FREE link farthest downstream on <i>active ring</i>)	
		<i>dest_list</i> \leftarrow all dests (with bursts waiting) incl. <i>max</i> ^a	
		sort <i>dest_list</i> , by primary key (most urgent)	[3110]
		and secondary key (farthest)	
		while (1)	
		if <i>dest_list</i> is empty	
		then return	
		do {	
		<i>dest</i> \leftarrow pop <i>dest_list</i>	
		if (\forall intermediate link, (<i>dest.urg</i> > <i>link.RSV_URG</i>)	[3118]
and "grayed-out" links can be bypassed)	[3120]		
then break ^b			
if "grayed-out" links on path	[3130]		
then {			
<i>Token.RI</i> \leftarrow largest available bypass ring (RI)			
if new RI changes the route at thisnode, set switch			
decrement <i>Token[dest].AVAIL_RXRS</i>			
<i>arrec</i> \leftarrow (<i>dest, Global.num_tokens</i> - 1)			
add <i>arrec</i> to <i>Node.take_away_rrrs_list</i>			
<i>mark_path(dest, dest.urg)</i>			

^aRecall that node information appears on the token in the same record with its upstream link.

^bThe break statement is unconditional, except in RESERVATION_SCHEME (first condition) and MESH (second condition).

FIND PATH (URGENCY. RESERVATION)

3200



Phases of receiver accounting ¹¹

3300

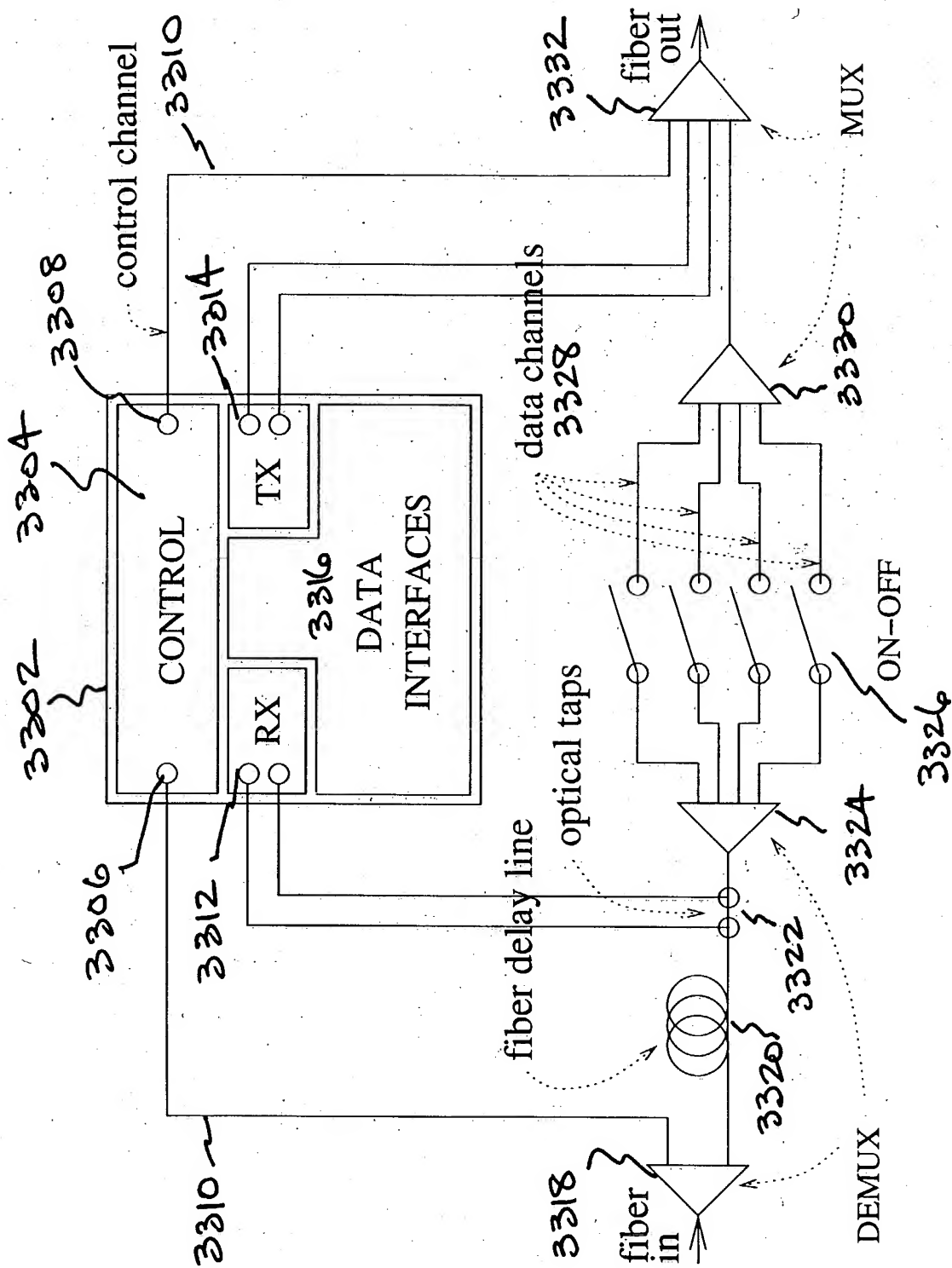


FIG. 33. A low-power mode, exclusive of protection hardware.

3400

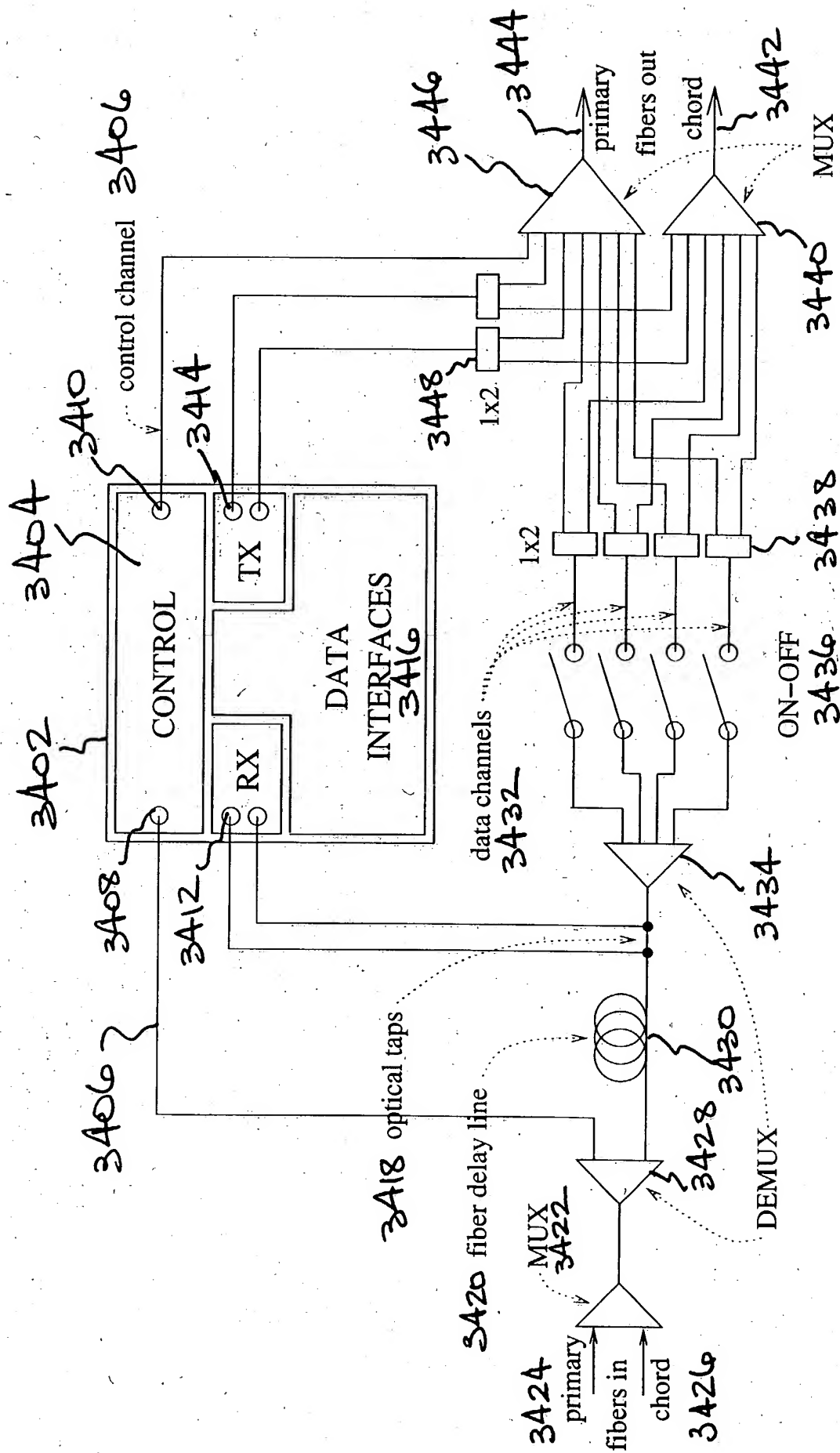


FIG. 34. A low-power node, in a MESH architecture.